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# STAR WARS

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JAMES ARNOLD TAYLOR, THE VOICE OF OBI-WAN KENOBI, TALKS TO *INSIDER*!

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MEET THE WARRIORS BENEATH THE WAVES

## ON THE EDGE!

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BY PAUL S. KEMP



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"Exciting, very noisy, and warm-hearted."

Sir Alec Guinness (Obi-Wan Kenobi) on  
*Star Wars: A New Hope*

I love Sir Alec Guinness's diary entry, made after seeing the first *Star Wars* movie back in 1977. It really sums up the clever mixture George Lucas concocted that has kept us entranced all of these years.

These ingredients are also a big part of *Star Wars: The Clone Wars* which, at the time of writing is starting its fourth season. Of course, as you are reading this, the show has been running for around six weeks! What do you think of the season so far? Exciting, very noisy and warm-hearted? Fantastic!

This issue, *Insider* was lucky enough to talk with the current Obi-Wan Kenobi, actor James Arnold Taylor, and the producer of the show, Cary Silver. It's striking how passionate they both are about their work and how, despite having a top-rated show that is loved by millions, they are always looking for ways to improve on what is already a masterpiece of TV entertainment.

Speaking of masterpieces, have you seen the beautiful Blu-ray set yet? I think the *Star Wars* films improve with age. Write in and tell us what you think, especially if you'd never seen the movies before!

Our regular fiction section continues to be essential reading. This issue's story, written by Paul S. Kemp and illustrated by Brian Rood, may well be my favorite tale to date as we discover the origin of the *Junker*, first seen in *Crosscurrent*.

To borrow a phrase from Cary Silver, fasten your clone helmets!

May the Force be with you all,

*Jonathan Wilkins*

Jonathan Wilkins,  
Editor

# STAR WARS

NOVEMBER/DECEMBER 2011

Contact Us (U.S.) *Star Wars Insider*,  
Titan Magazines, 1205 Santa Monica Blvd.,  
#1-294, West Hollywood, CA 90046-5977, U.S.A.

Contact Us (U.K.) *Star Wars Insider*,  
144 Southwark Street, London SE1 0UP, U.K.

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David Pomeroy at Random House,  
Tracy Cannobbio and Chris Argyropoulos  
at Lucasfilm, Duncan Campbell at DK  
Publishing, Edwin Hayfren at Premier PR,  
Sophie Calder and Hannah Dennis  
at Titan Books, Dave Elsey

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## DISTRIBUTION

US Newsstand: Total Publisher Services, Inc.  
John Dziewiatkowski, 630-851-7683  
US Distribution: Source Interlink, Curtis  
Circulation Company  
UK Newsstand: Comag, 01895 444 055  
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STAR WARS INSIDER (US\$129) (UK\$105)  
November/December 2011 (US\$15 000-027)  
ISSN 1041-5128

*Star Wars Insider* is published eight times per year  
January/February, March, April, May/June, July, August/  
September, October, November/December. Titan  
Magazines, a division of Titan Publishing Group Limited,  
144 Southwark Street, London SE1 0UP. Contents © 2011  
Lucasfilm Ltd. & TM. All Rights Reserved.  
Titan Publishing Group: ISSN 11736

PUBLISHED BY TITAN  
2011 Roswell Lane, Ayres, IL 60555. Periodicals Postage  
Paid at Ayres, IL, and at additional mailing offices.

## POSTMASTER

Send address changes to *Star Wars Insider* c/o Titan Street,  
Box 140007-0007, US subscriptions \$24.95 per year.  
Canadian (\$24.95) International (\$24.95).  
Printed in the UK by Weyburn.



DOCKING BAY

# THIS ISSUE

"OBI-WAN IS HERE. THE FORCE IS WITH HIM."—DARTH VADER, *STAR WARS: A NEW HOPE*

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## COVER STORY!

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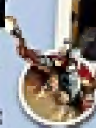
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# LAUNCH

**INSIDER PREVIEW!**

## ***STAR WARS: THE CLONE WARS CONTINUES!***

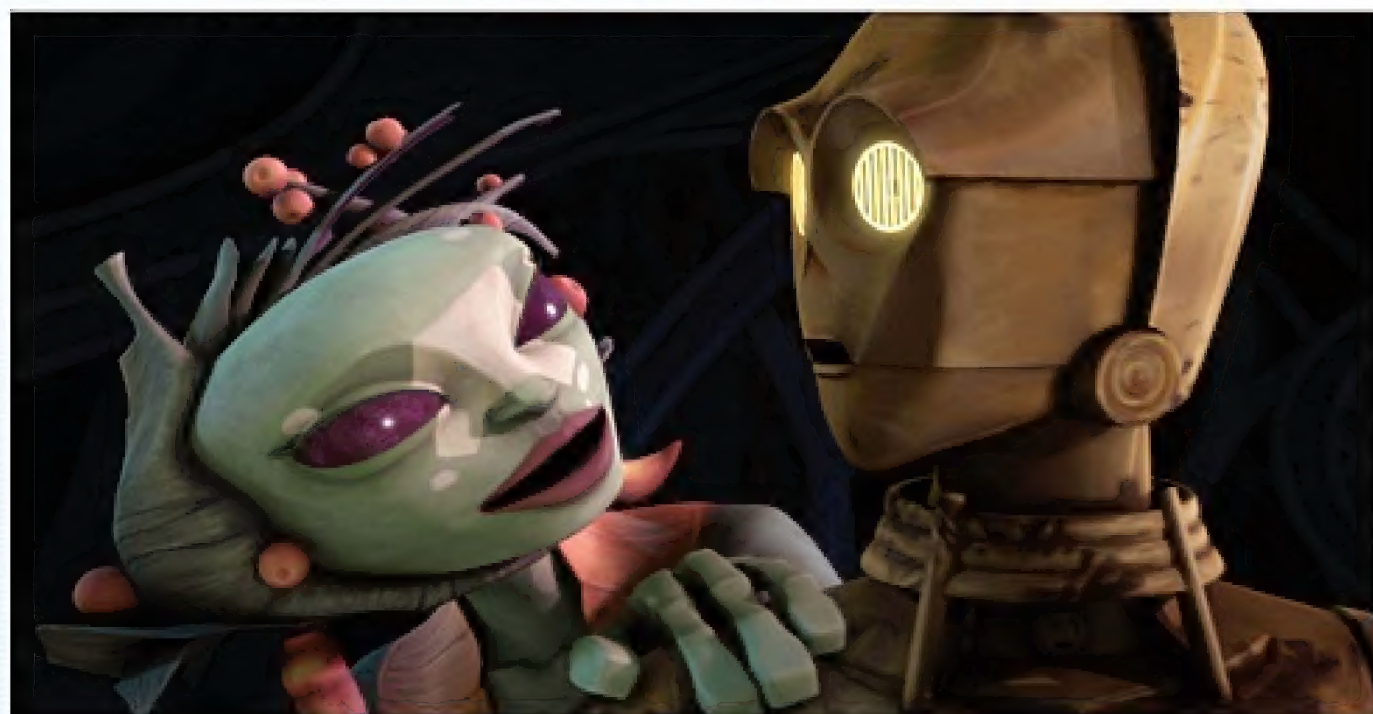
**AIRDATE: OCTOBER 7**  
**"MERCY MISSION"**

Directed by Danny Keller

Written by Bonnie Mark

R2-D2 and C-3PO arrive on the earthquake-devastated planet Aleen as part of the Republic's relief effort. But they are plunged into a surreal journey through Aleen's subterranean world. Oh My!

Look out for: Clone trooper Boost from "Rising Malevolence" and "Padawan Lost" is back on duty!





# P A D



**PAGE 14**

*Insider ventures beneath the waves to witness the seemingly unending*

**WATER WARS!**

**PAGE 50**

*The characters who run the fine line between good and evil analyzed as we look at life on*

**THE FRINGE!**



**PLUS: 24. JAMES ARNOLD TAYLOR // 32. DENIS LAWSON  
// 36. CARY SILVER // 42. ALL-NEW FICTION  
// 56. CLASSIC MOMENT**

## AIRDATE: OCTOBER 14 "NOMAD DROIDS"

Directed by Steward Lee

Written by Steve Mitchell/Craig Van Sickle

A Separatist attack forces the droids to navigate their way through inhospitable worlds, deal with threats from pirates, and enter gladiatorial combat. Can they escape or are they doomed?

Look out for: An appearance by Jedi Masters Adi Gallia and Plo Koon.



## AIRDATE: OCTOBER 28 "DARKNESS ON UMBARA"

Directed by Steward Lee

Written by Matt Michnovetz

Anakin relinquishes the command of the 501st as the Legion embarks on a deadly mission.

Look out for: Jedi Master Pong Krell, the new commander of the 501st!



### COMING SOON

"The General"  
"Plan of Dissent"  
"Carnage of Krill"  
"Kidnapped"  
"Slaves of the Republic"  
"Escape from Kadavo"





# LAUNCHPAD HASBRO FANS' CHOICE

Turn your favorite character into plastic!

Who's your favorite *Star Wars* character? *Star Wars Insider* and Hasbro have joined forces to give you the chance to vote for a character to be made into an action figure!

The previous Fans' Choice winner is Bastila Shan. She is a Jedi from *Star Wars: Knights of the Old Republic*, and makes her debut in Wave 5 of the Vintage Figures assortment. Who are you going to choose?

Visit <http://Titanmagazines.com/insiderhasbropoll> for details.

*Star Wars Insider* caught up with Derryl DePriest, Hasbro vice president of Global Brand Management, to talk about the Fans' Choice.

**What is the origin of the Fans' Choice poll?**

The idea of fans having input for the line goes back well over 10 years. The modern resurgence of *Star Wars*, which began with the relaunch in 1995, was an immediate and powerful success because of the tremendous fan affinity for the brand

and the immense universe of characters that propel the action both in the movies and in the Expanded Universe. We make sure that every year we bring out an interesting mix of core and obscure characters. The latter area is where we want to really make sure that we're meeting the interests of the long-term fans and for fans of the brand. It makes sense to tap into that passion and energy and give fans the voice to tell us which character they want to see next. It goes deeper than just the top choice, though. Our more recent polls, conducted in 2006 and 2009, each produced a list of 25 figures. While we have added the top vote-getter to the line, we have been using the full list to guide our thinking as we populate our line plans. Multiple figures from each poll have made their way into the line, so we really approach the fans' vote as a chance to gain insight into what gets fans excited and then bring that excitement to life.

**What has been the most surprising result?**

One of the most interesting results

has been the source material for the characters that make up the list and how much of that is being driven by video games, novels, and comic books. In our 2006 poll, characters from the Expanded Universe made up a heavy proportion of the figures that fans wanted us to produce. However, there has been another twist. In the 2009 poll, while there were still some heavy-duty EU characters, we saw many more classic trilogy characters. Some, such as Rebel





Fleet Trooper, Grand Moff Tarkin, and Dr. Evazan, had been produced before, but fans were asking us to produce them again in more detailed versions. It's true that there are a lot of characters that we have done previously that had great sculpts, but perhaps more limited articulation; so fans wanted to see us do them again with more modern production techniques.

**Which character had the best reaction from fans?**

Generally, all of the figures we've done from the fan's choice list have gotten a strong response, but Darth Revan (from the Knights of the Old Republic video game and upcoming *The Old Republic* novel) has been one of the most sought-after. We have to find a way to get him back out there again as he is such a great and important EU character.

**Why do you think the Hasbro line of action figures remains so popular with fans?**

Two things. First is the fantasy itself: *Star Wars* is filled with so many interesting characters and archetypes—blade-wielding knights and princesses, massive armies, iconic villains, cool and personality-filled droids, bounty hunters, and awesome aliens—that it is a story that reaches many people on a deep emotional level. Second, it's a wonderful fantasy for toy play that is delivered perfectly in the 3-3/4" figure and vehicle scale. While the figures are the central part of the line, the vehicles are just as important to the fantasy as the characters themselves. The 3-3/4" scale, which is the original scale introduced by Kenner, remains the core of our line today and highly prized and collected because of that nostalgic connection with what fans' grew up playing with.

**Which character would you most like to see in plastic?**

I've already seen so many of my personal favorites from the EU and movies turned into figure form that my wish-list is pretty broad! There are still some key EU figures I'd like to see produced, as well as generally all Cantina denizens, all Jabba's Palace henchmen, more Geonosis Arena Jedi, and every on-screen or EU Ewok.



**Are any of the characters off limits?**

There are a couple of characters that unfortunately cannot be done for various reasons that we won't go into. It's a very small list though. Generally we would recommend fans not dwell too long on

the "Holiday Special," but the Ewok movies and anything else in the EU is fair game. We look forward to seeing what the fans have to say!



Visit <http://Titanmagazines.com/insiderhasbropoll> to register your vote!





# LAUNCHPAD

## WIN DREW STRUZAN'S *OEUVRE*

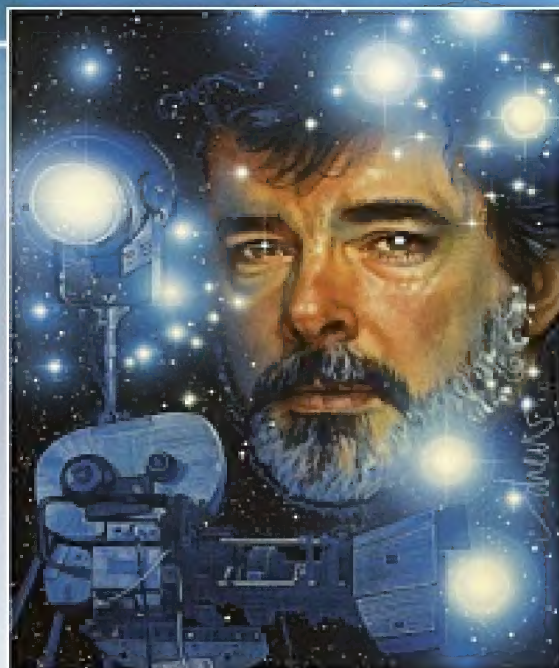
Drew Struzan has created some of the most iconic art images of the last 30 years, from *Raiders of the Lost Ark* to *Star Wars: Revenge of the Sith*.

This hardcover edition book, with an introduction by George Lucas, features over 250 pieces of art, including all of Drew Struzan's most iconic movie images, as well as other highlights of his career, from album, book, and comic book covers, to

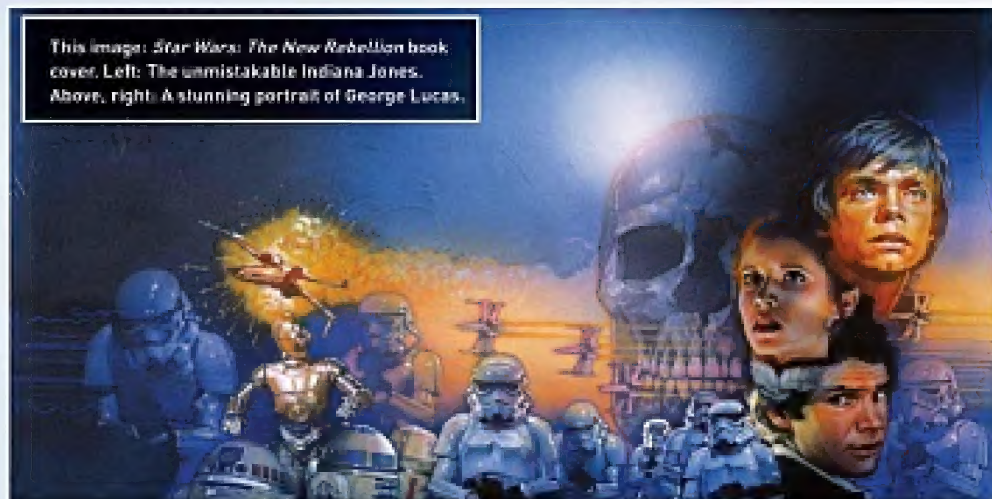
stamps, trading cards, and original works.

This collection of Struzan's work, which is in stores now, includes recent and never-before-published pieces including art for *Star Wars: Episode III Revenge of the Sith* and *Indiana Jones and the Kingdom of the Crystal Skull*.

Thanks to Titan Books, we have two copies to give away. Write in to the address on page 3!



This image: *Star Wars: The New Rebellion* book cover. Left: The unmistakable Indiana Jones. Above, right: A stunning portrait of George Lucas.



## WIN INCREDIBLE VEHICLES!

To celebrate the return of *Star Wars: The Clone Wars*, we've got five copies of *Star Wars: The Clone Wars Incredible Vehicles* to give away, courtesy of DK Books.

Written by *Insider* contributor Jason Fry, with art by Richard Chasemore, the book takes a look inside the ships developed for the show. To be in with a chance of winning, write to the address on page 3 and be sure to visit [www.dk.com](http://www.dk.com)





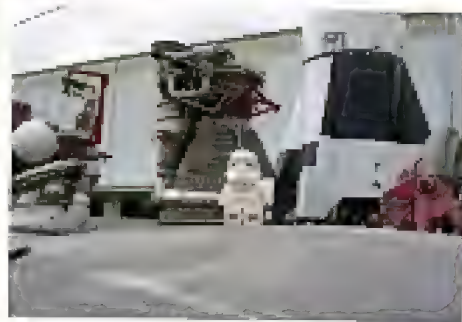
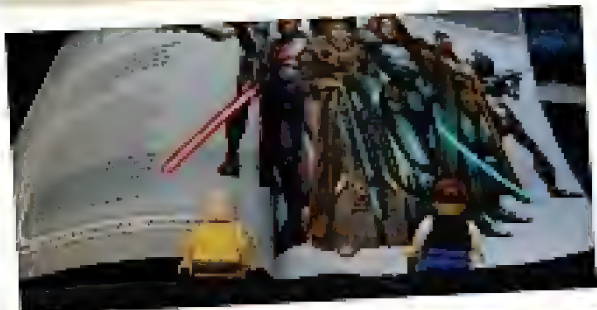
# LEGO LEGENDS!

Back in July, we showed a mini-invasion of LEGO *Star Wars* characters that had been spotted in London and San Francisco promoting LEGO *Star Wars* III: The Clone Wars. We asked whether readers had spotted any other characters around the world. It seems the LEGO *Star Wars* gang had a very busy Summer....



We would like to report finding LEGO *Star Wars* characters at Cabot Tower on Signal Hill, St. John's, Newfoundland, Canada.  
Nicholas Duigley, Newfoundland, Canada

Here is my evidence that I've seen LEGO *Star Wars* characters. My favorite is the one where Luke Skywalker is next to a giant lightsaber. Even the Force can't lift that!  
Ahmerie Deligh, by email

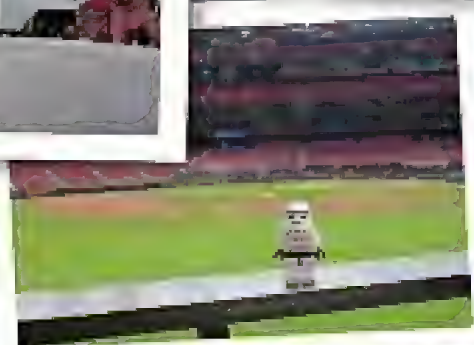


My little Stormtrooper friend has traveled far and wide over the years and has kept all his holiday snaps!

He recently went to visit St. Louis, Missouri, and stood under the arch and went to a baseball game.

He also traveled to Houston, Texas, and visited the Johnson Space Center, and enjoyed a trip to Dallas. Here (top photo) he is on the infamous grassy knoll.

He's been pretty busy for a little guy!  
Andrew Myers, Adelaide, Australia





# LAUNCHPAD

## LIGHT SIDE! STAR WARS HITS BLU-RAY!

The *Star Wars* Blu-ray set was launched to considerable fanfare in September. Among many events to promote the release, was the transformation of London's BT Tower into

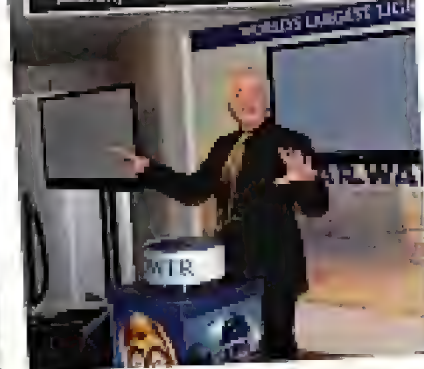
a giant lightsaber in front of a slew of celebrities, including Warwick Davis, Anthony Daniels, and singer Charlotte Church!

The set is a chance to revisit the films and features a wealth of deleted scenes, such as a dramatic animatic of the Utapau chase sequence created under the supervision of Steven Spielberg, who wanted to get some firsthand experience with the animatics process; and another death scene for Shaak Ti, whose death was also filmed for a scene earlier in the movie!

Charlotte Church and *Insider* editor Jonathan Wilkins



Anthony Daniels lights up London



with absolute power!



Anthony Daniels launches an attack on Warwick Davis



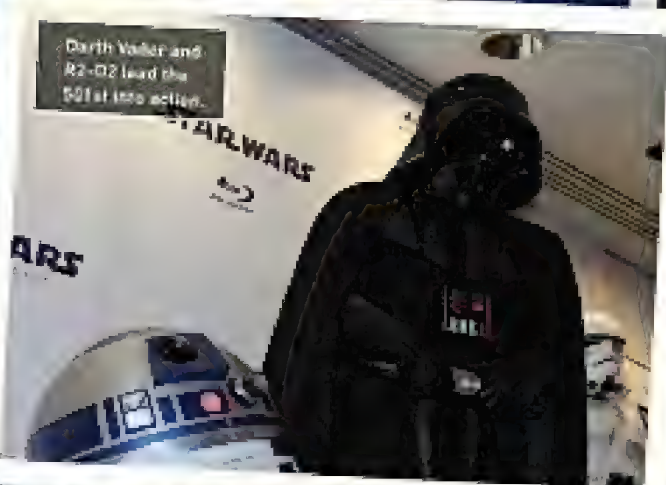
The BT Tower: An elegant tower from a more civilized age.



Boba Fett captures himself an editor!



Darth Vader and R2-D2 lead the 501st into action



Warwick Davis gets handy with his Ewok!



Photos courtesy of James Burns. Charlotte Church photo courtesy of Mark McKenzie-Ray.



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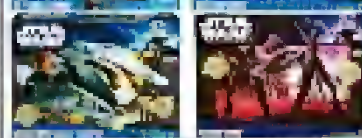
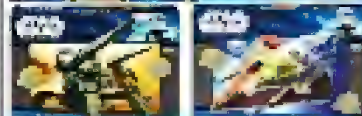
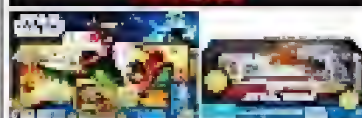
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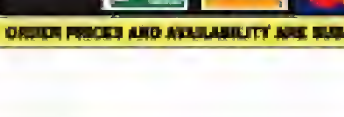
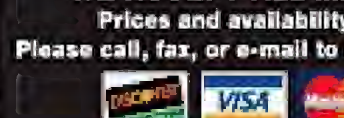
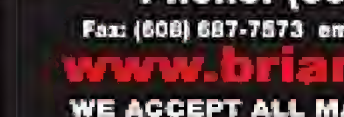
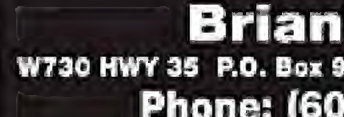
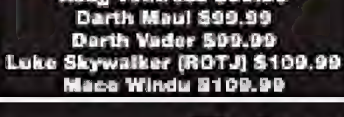
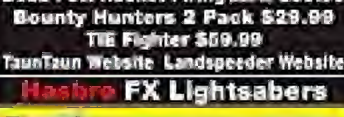
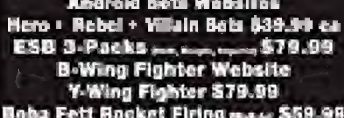
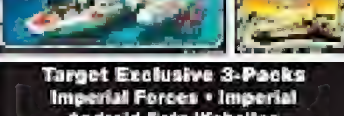
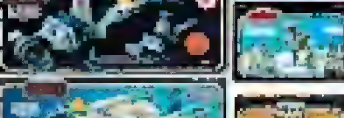
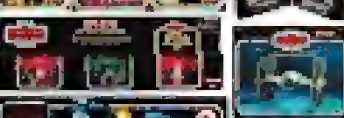
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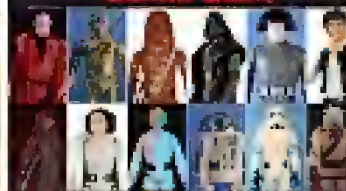


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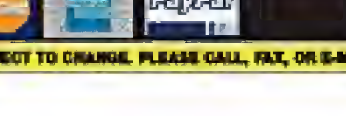
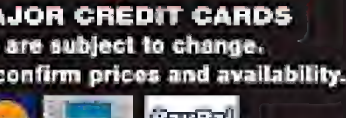
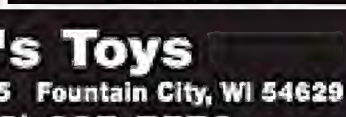
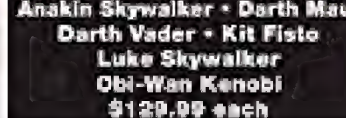
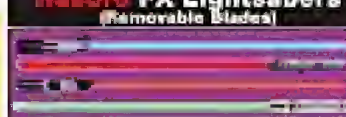
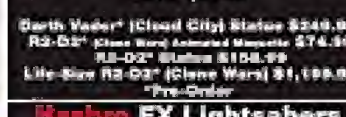
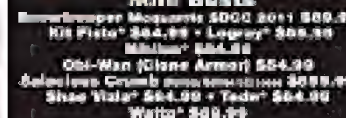


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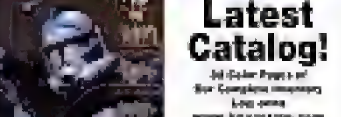
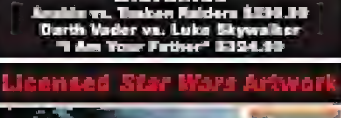
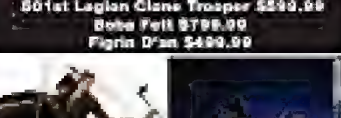
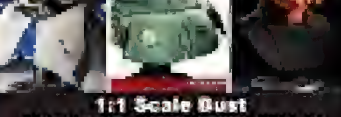
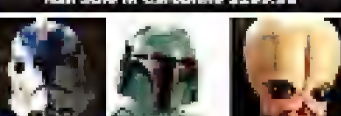
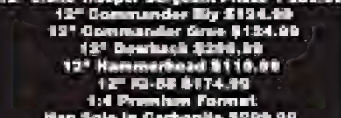
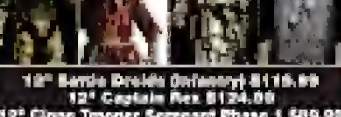
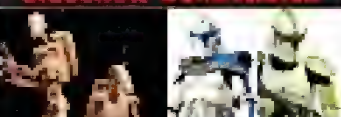


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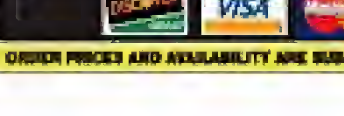
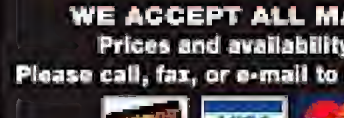
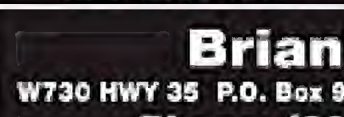
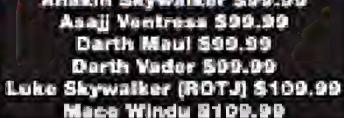
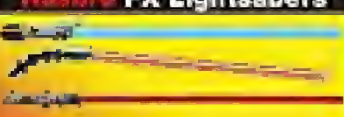
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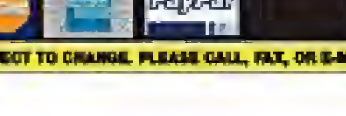
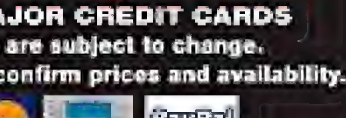
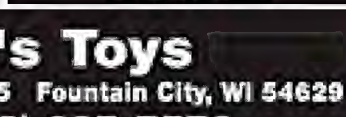
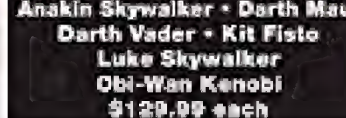
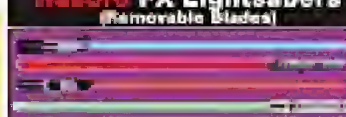
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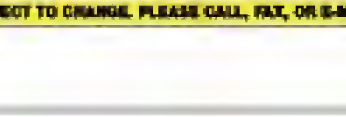
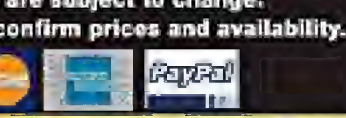
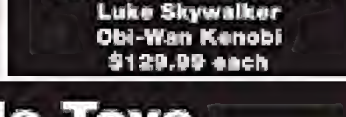
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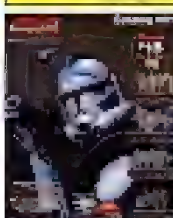


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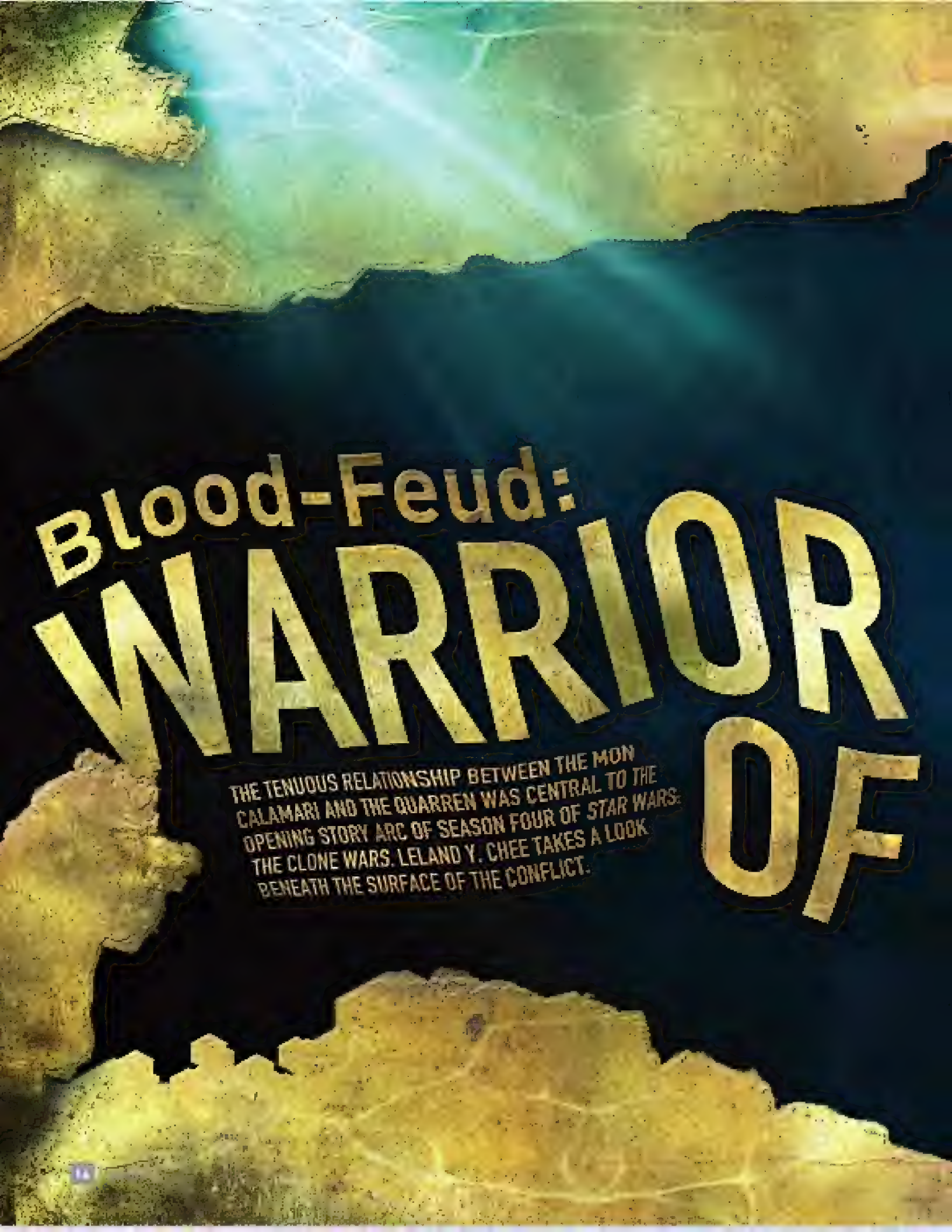


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# Blood-Feud: WARRIOR OF

THE TENUOUS RELATIONSHIP BETWEEN THE MON CALAMARI AND THE QUARREN WAS CENTRAL TO THE OPENING STORY ARC OF SEASON FOUR OF STAR WARS. THE CLONE WARS. LELAND Y. CHEE TAKES A LOOK BENEATH THE SURFACE OF THE CONFLICT.

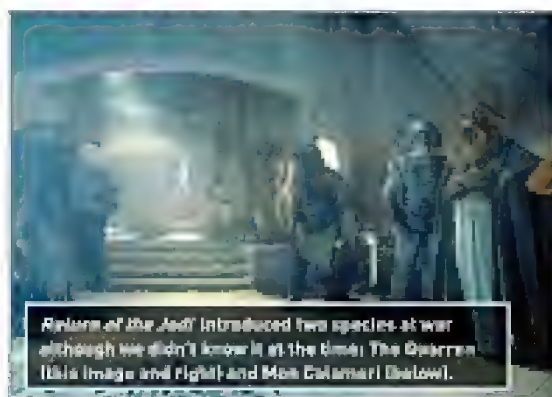




# S THE DEEP!



**S**quid Head and Mon Calamari. *Star Wars: Episode VI Return of the Jedi* (1983) introduced a pair of alien species to the *Star Wars* galaxy that bore squid-like facial features: one had tentacles drooping in place of a chin and the other, represented by the honorable Admiral Ackbar, had bulbous eyes and a large cranium. It was only a matter of time before the Expanded Universe would explore the relationship between these two species. In *Star Wars Insider* #124, we explored the ongoing development of the rivalry between Wookiees and Trandoshans, culminating in the portrayal of this rivalry in *The Clone Wars* Season Three finale. The fourth season of *The Clone Wars* kicked off with a story arc delving into relations between the Mon Calamari and the Quarren, the eventual name given to the Squid Head species. Let's explore the evolution of this inter-species rivalry that has raged throughout the EU.



*Return of the Jedi* introduced two species at war although we didn't know it at the time: The Quarren (this image and right) and Mon Calamari (below).

## INTRODUCING THE MON CALAMARI

Admiral Ackbar's introduction to *Star Wars* fans came well in advance of his appearance in *Return of the Jedi*. He appeared in the Official *Star Wars* Fan Club newsletter *Banthe Tracks* #17 (1982) and made an appearance in the Archie Goodwin and Al Williamson *Star Wars* weekly comic strip. By early 1983, Ackbar was made available as an action figure through a free mail-away TV-advertised offer from Kenner in packaging that still referred to the film as *Revenge of the Jedi*. As the leader of the Rebel fleet in the attack on the second Death Star, Admiral Ackbar, performed by puppeteer Tim Rose and voiced by Eric Bauersfeld, and his fellow officers (called out as "Calamari Men" during production) expressed the urgency, concern, and commitment to the Rebel Alliance of the entire Mon Calamari species. Also significant to the Alliance cause was identifying the new, large ships of the Rebel fleet as Mon Calamari cruisers that were capable of going toe-to-toe with Imperial Star Destroyers.





# FROM SQUID HEAD TO QUARREN

While the Mon Calamari had a distinct species name, and, in Ackbar, a prominent named character, the tentacle-faced background character seen in Jabba's palace dubbed by production as Squid Head, went uncredited and had no audible dialogue. Squid Head only gained recognition by being a part of the first wave of *Return of the Jedi* action figures from Kenner. But aside from his production name, little backstory of this character was known. Being the only representative of this species, it was unclear if "Squid Head" was supposed to be a species name or the individual's name. The species eventually was named "Quarren" in *The Star Wars Sourcebook* (1987), though the individual in Jabba's palace would not be identified until *Galaxy Guide: 5* (1990), where he was given the name Tessek. *The Star Wars Sourcebook* established the official in-universe link between the Quarren and the Mon Calamari species.

Squid Head, in the days before his species were named 'Quarren'.



## WATERWORLD

*The Star Wars Sourcebook* revealed that both the Mon Calamari and the Quarren came from a water planet then known simply as Calamari (later, the planet would be more widely referred to as Mon Calamari, and sometimes Dac, the name of the planet in the Mon Calamari and Quarren native tongue.) As described in the *Sourcebook*, the Mon Calamari lived on the planet's surface in floating cities while the Quarren inhabited the same cities, in levels deep below the surface. While the Mon Calamari embraced progress and dreams for the future, the Quarren held fast to tradition. It should be noted that according to the *Sourcebook*, the first Mon Calamari starship that ventured into space encountered Imperials and that Mon Calamari was a world with no history of war. Both of these themes would be abandoned in later EU stories.



The beautiful but war-torn water planet, Mon Calamari.





# IMPERIAL ENCOUNTER

The encounter with the Empire drastically altered the course of Mon Calamari history. The anti-alien doctrine of the Empire made the Mon Calamari and Quarren prime targets for use as slaves who would be used to serve the Imperial war machine. When the population of Mon Calamari peacefully resisted, the Emperor struck at the planet without mercy. A Quarren named Seggor Tels, who harbored hatred and jealousy towards the Mon Calamari, abetted the Imperial devastation of Mon Calamari by lowering the planetary shields that defended the water world. Intending to send a message to others who would resist the Empire, the Imperial fleet destroyed many of the planet's cities. With Mon Calamari and Quarren blood on his hands resulting from the betrayal of his homeworld, Seggor Tels hoped to make amends by rallying the Quarren in uniting with the Mon Calamari to resist the Empire. They quickly joined the Rebel Alliance and converted their unarmed passenger liners into warships that became the backbone of the Rebel fleet at the Battle of Endor.



A menacing Morkarollen warrior.



## UNDERCITY ADVENTURES

In *The Clone Wars* series, sinister forces from off-world conspired to subvert Mon Calamari affairs, resulting in the assassination of the Mon Calamari King, Yos Kolina. His death created a dispute over the line of succession that sparked civil war. Treacherous forces from off-world attempting to spark tensions between the Mon Calamari and the Quarren were a major component of the roleplaying game supplement *Death*

*in the Undercity* (1990).

A team of Rebels went to Mon Calamari to investigate the disruption of mining operations in the city of Morjanssik, one of the major suppliers of farium, a metal used in starship hull construction. As the title implies, death became the catalyst for the adventure as the chief manager of the mining city of Morjanssik was murdered and the

Rebels became the prime suspects. The culprits were proven to be agents of the Imperial Intelligence Destabilization branch whose "Calamari Project" involved human Imperials disguised as Mon Calamari determined to incite violence between the Mon Calamari and the Quarren.





War beneath the waves! Mon Calamari vs Quarren.

## AT WAR...

*Death in the Undercity* also further developed the violent history of the relationship between the Mon Calamari and the Quarren. Rather than being characterized as a planet that did not know war, armed conflict between the Quarren and the Mon Calamari had raged on for generations. Though the Mon Calamari were by nature pacifistic, their efforts to ignore the primitive, but warlike and proud tendencies of their deep-water neighbors proved fruitless. The Quarren attacked the technologically superior Mon Calamari time after time. And time after time, they were defeated. After the last war between the Quarren and Mon Calamari ended, the Mon Calamari found themselves with over a million Quarren prisoners. In an effort to prevent future war, the Mon Calamari began a social experiment to civilize the Quarren people. Young Quarren



were isolated from their parents and sent to be educated in literacy, science, mathematics, and other foundations of civilization. As a result, a rift between the elder, more traditional Quarren and the educated younger generation emerged. Eventually, the younger generations of Quarren were integrated into Mon

Calamari society, but despite these efforts, the Quarren continued to view themselves as second-class citizens. These perceived inequalities manifested themselves in *The Clone Wars* series as a major point of contention about Quarren sovereignty and the divine right of the Mon Calamari king.

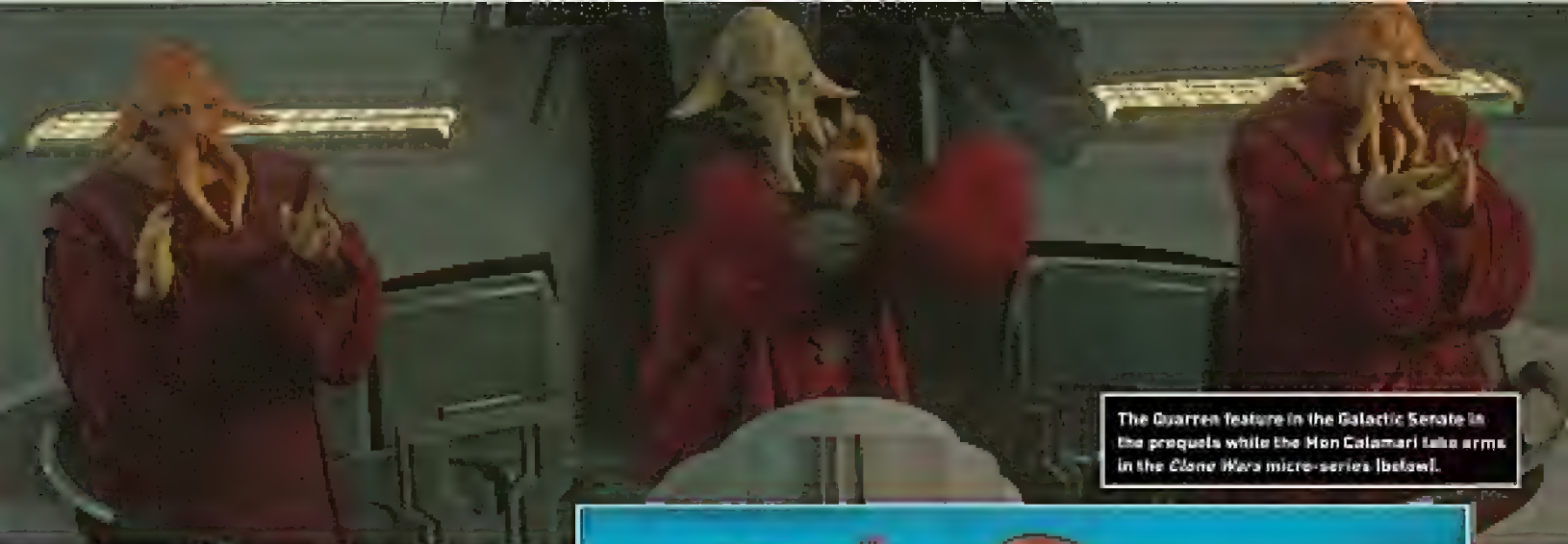


## ....AND AT PEACE!

Quarren and Mon Calamari relations have not always been adversarial. In the *X-Wing Rogue Squadron* comics (1996-1998), Rogue Squadron found itself with two pilots from Mon Calamari—Nrin Vakii, a male Quarren, and Ibtisam, a female Mon Calamari. Like most Quarren, Nrin Vakii clung to the past, unwilling to embrace change. Ibtisam started off somewhat haughty and arrogant. At first, Vakii and Ibtisam's interactions conjured up the age-old rivalries of their homeworld. But after fighting alongside one another as Rogues, they formed a mutual respect and friendship that grew into something greater. They spoke of using the bond they shared between each other as a shining example of how love could breach the rift between their people. Sadly, Ibtisam's life was cut short before their dreams could be realized.







## THE CLONE WARS ERA

With Quarren and Mon Calamari appearing in the prequel trilogy and having representation in the Republic Senate, the previous notion of the planet Mon Calamari being isolated until they were discovered by the Empire was abandoned. As a result, they became increasingly prevalent in the EU of that era. The Mon Calamari even found themselves in the ranks of the Jedi, most notably with the recurring character Bant Eerin from the *Jedi Apprentice* junior novels. When it came time to explore the Clone Wars in the EU, the Mon Calamari and the Quarren often took center-stage. In an interesting twist, and to further support the crawl of Episode III indicating that there were heroes on both sides, *Republic #50: "The Defense of Kamino"* (2003) introduced a legendary and honorable Mon Calamari Commander named Merai who led a faction of Mon Calamari supporting the Confederacy. Genndy Tartakovsky's *Clone Wars* micro-series (2003) highlighted the Mon Calamari/Quarren conflict with the Republic-backed Mon Calamari against the Dooku-allied Quarren Isolation League. In this conflict, the Mon Calamari Knights, led by a shirtless Kit Fisto, used the more primitive weapons of war as they fought while mounted on eel creatures called keelkans. The Quarren, on the other hand, employed an enormous,



advanced, prawn-shaped superweapon powerful enough to destroy a Republic assault ship with a single blast. The similarly themed and illustrated "Fierce Currents" from *Clone Wars Adventures* vol. 1 (2004) also featured Kit Fisto on Mon Calamari in the aftermath of the events of the micro-series. In this story, it was revealed that a group consciousness organism known as the Moappa had been giving the Quarren orders.

Millennia-old rivalries. Racial inequality.

Off-world interference. Betrayal. Murder. The *Clone Wars* animated series continues to integrate and expand upon these themes on Mon Calamari and Quarren relations whose seeds were planted in the EU—themes that have been continuously evolving for nearly 25 years. And now, the series has added the coronation of a new Mon Calamari king, the Karkarodon species, bio-mechanical jettyfish, and most surprisingly of all, Gungans to this ever-growing canon. 🐡





# MY STAR WARS

DAVE ELSEY WAS THE CREATURE SHOP CREATIVE SUPERVISOR ON *REVENGE OF THE SITH*. HIS OTHER MARVELOUS MAKEUP EFFECTS WORK INCLUDES *LITTLE SHOP OF HORRORS*, *X-MEN: FIRST CLASS*, AND OSCAR-WINNING WORK ON JOE JOHNSTON'S *THE WOLFMAN*.  
INTERVIEW: JONATHAN WILKINS

**When did you first become aware of Star Wars?**

I remember exactly when! My Uncle Len read in the newspaper that an amazing new film was coming out, and that people were standing in lines around the cinema to see it. I must have been around 10 years old, but the little film critic in me said, "I bet it won't be as good as *Logan's Run*." I was wrong!



**Can you recall your reaction to the first Star Wars film?**

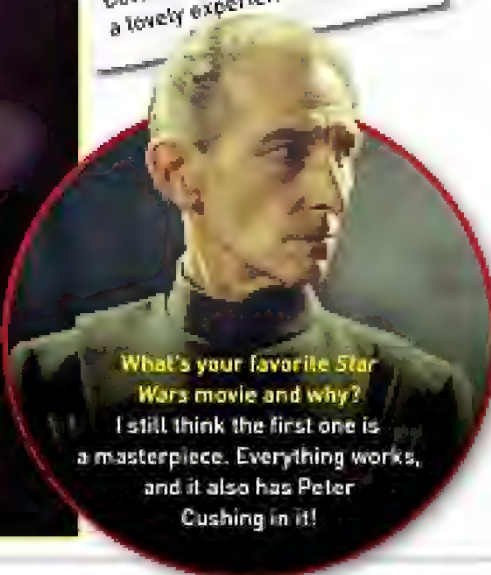
I saw it the week it came out. I think my mum took me to see it. They were the hot tickets in town so I don't know how she got them, but, as always, somehow she did. My reaction was that of someone struck by lightning. It changed my whole world; I ate and slept *Star Wars* from that point on.



**Do you have a favorite scene?**

I was always kind of in love with seeing R2-D2 and C-3PO in the desert at the beginning. The idea of robots in the desert seemed so unusual to me. I also loved the Cantina sequence.

**Where did you sign your first Star Wars autograph?**  
In Indianapolis, at a Star Wars Celebration convention. It was a lovely experience.



**What's your favorite Star Wars movie and why?**

I still think the first one is a masterpiece. Everything works, and it also has Peter Cushing in it!





**Can you reveal an exciting fact about yourself that fans won't know?**

When I was making up Ian McDiarmid as the Emperor (above) we used to watch movies. Ian and I both love Hammer horror, and we watched lots of those, especially enjoying the villains and monsters. Sometimes Christopher Lee would come in and tell stories, too. I was almost unable to work!



**If you could choose to have Darth Vader throttle anyone, who would it be?**

A director or two spring to mind....



**Where is the strangest place you've been recognized?**

I was standing outside Universal Studios, by the big globe logo, and some people were taking a photo. I moved out of the way, but to my confusion, they kept re-framing the picture with me in it. This happened several times until they said it was me they were photographing as they recognized me! I was very embarrassed. I let them take the picture, and then fled!

**Do you have a favorite *Star Wars* toy?**

It's the lightsaber. Before they were available, I made my own out of a flashlight to which I'd added other bits to. One day, I discovered that if I went into a dark room and threw some talc into the air, the light that came out of it was like a laser beam! Two hours later, I turned on the light to discover my bedroom had turned into a talcum powder re-creation of Hoth. I was in a lot of trouble!

I also vividly remember finding a scrap of paper on the floor from a magazine in the school playground. It was an ad for the little figures that were coming out. From that moment, my parents' lives revolved around getting me some of those figures! My mother came through and, after standing in line yet again with me, she bought the first ones to hit the stores. We got them from Hamleys in London. Many more trips to the shop followed.





# TAYLOR

# MADE



**JAMES ARNOLD TAYLOR**  
CAN MAKE THE PRESTIGIOUS  
CLAIM OF HAVING PLAYED  
OBI-WAN KENOBI LONGER  
THAN ANY OTHER ACTOR.  
WITH SEASON FOUR OF  
*STAR WARS: THE CLONE WARS*  
TAKING THE SHOW IN EXCITING  
NEW DIRECTIONS, HE TELLS  
US WHY THE CHARACTER IS  
THE ROCK AT THE CENTER OF  
THE DRAMA. **INTERVIEW:**  
JONATHAN WILKINS

**W**hy do you think Obi-Wan is so popular? His accent? And his charm? Actually, I think that the biggest reason is the prequels. The prequels kind of turned Obi-Wan into a leading man, even though the story is about Anakin and Darth Vader and the Skywalkers. I think that he had a new grace with Ewan McGregor, and now *The Clone Wars* has taken the character even further.

Obi-Wan constantly attempts to keep everybody on track, but he also tries to be realistic. You saw that in "The Citadel" episode in Season Three where they're losing clones left, right, and center. I remember when we were in the studio voicing that stuff, Dave [Filoni] kept telling me that Obi-Wan is the one who says we must move forward and we have to keep going. I had to strike a balance when recording those lines to show he has sympathy and heart for the clones, but at the same time he knows the mission. I think that sort of sums up the character.

He's strong when other characters don't necessarily know what to do, and he's a voice of reason.

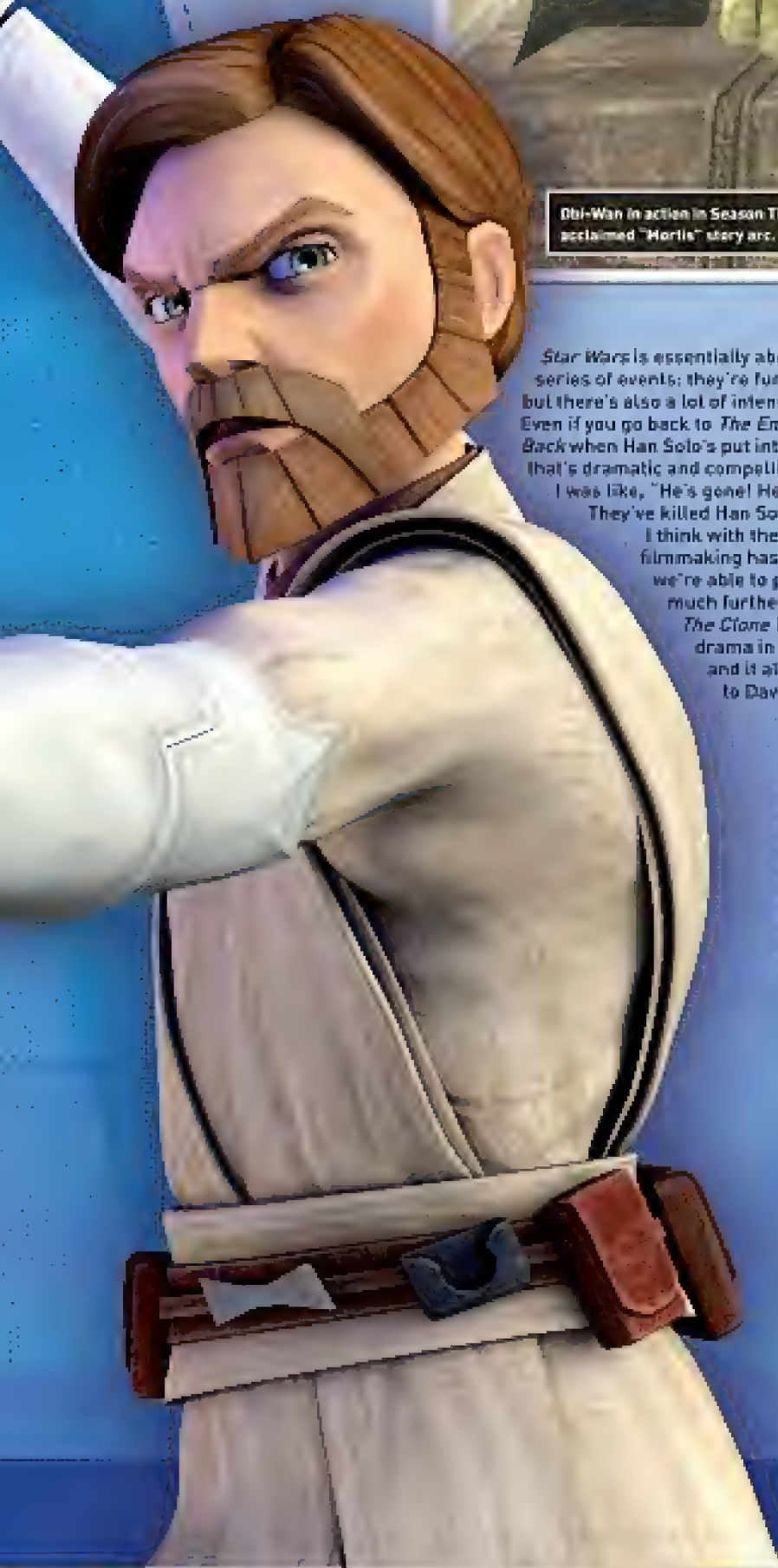
What can we expect from Obi-Wan in Season Four?

There are some things in this season that took me by complete surprise. It's going to be an awesome season for Obi-Wan and the fans who follow him. The fans on Twitter and Facebook always say, "More Obi-Wan! More Obi-Wan!" Well, I think they'll definitely get a lot more Obi-Wan this season. Oh, there are a lot of things I want to tell you, but I just can't!

The drama got pretty intense last season. Is that something you anticipated when you signed up to do the show?

You know, I think it's something I hoped for.





Obi-Wan in action in Season Three's acclaimed "Mortis" story arc.

*Star Wars* is essentially about a dramatic series of events; they're fun and exciting, but there's also a lot of intensity to them. Even if you go back to *The Empire Strikes Back* when Han Solo's put into carbonite—that's dramatic and compelling. As a kid I was like, "He's gone! He's dead! They've killed Han Solo!"

I think with the way filmmaking has progressed, we're able to push things so much further now with *The Clone Wars*. The drama in it feels real, and it also goes back to Dave Filoni and

George Lucas' vision, which tells us that life is sometimes filled with challenges but if you keep on the right path, you will always prevail. They're made *The Clone Wars* into exciting, compelling TV that you want to go back to.

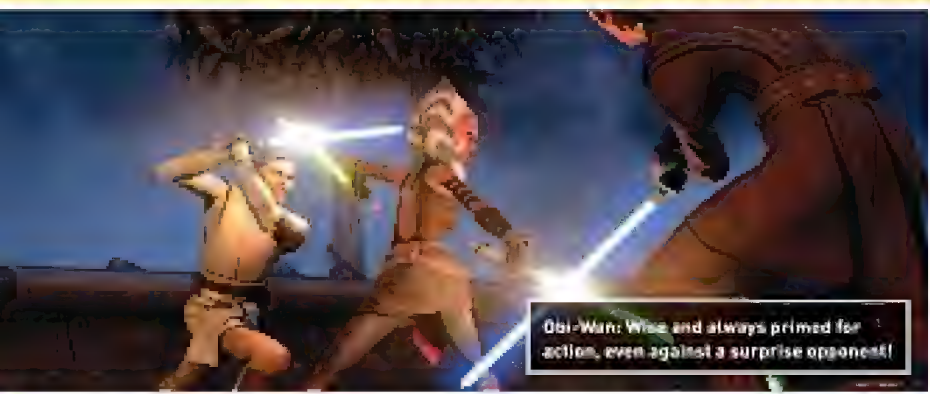
Do you think it's unusual for an animated series to be that deep? I never would have expected it on any other show. Even if you compare it to a film like [2007's] *Teenage Mutant Ninja Turtles*, where we did get pretty deep, *The Clone Wars* has taken it to a whole new level. It's like those sci-fi adventure shows that I love, such as *Lost*, *Battlestar Galactica*, and *Heroes*, which have that level of drama, realism, and characters you care about. Well, the makers of *The Clone Wars*

## "OBI-WAN IS STRONG WHEN OTHER CHARACTERS DON'T NECESSARILY KNOW WHAT TO DO."

have created that in 22 minutes every Friday night! I think that not only goes back to the writing, but also the artistry of it all.

Has it been important to have people on board like Christian Taylor who have a background in live-action? When he did the "Mortis" episode, my reaction was, "Wow, this is something we haven't ventured into before!" I really admire Christian's writing and storylines. The writers take it from a viewpoint that it's live-action. And with the technology they have now, the animators can do that—they're making live action in a virtual world.





Obi-Wan: Wise and always primed for action, even against a surprise opponent!



Obi-Wan and Asajj Ventress's epic confrontations are one of many highlights of the show.





When do you get the script during the recording process, and what kind of work do you do before you even start recording? It's changed a bit over the last season. Some of that comes from working on such a tight schedule, but it's also due to the top secret nature of it. Generally speaking, you'd get scripts 24 hours in advance, but now we get them when we go to the session.

But we do get a chance to go through everything before the session starts. Dave sits down with us all as a cast and goes through the story, and then talks to every person there, whether it's a guest star or whether it's Matt [Lanter], Ashley [Eckstein] or myself, who are there every week. He takes his time with each person and gives us pictures or descriptions of what's happening, and provides background on the episodes either side of the one we're recording. It really helps.

That approach also adds to our ability to change things. Dave might go, "Oh that doesn't really feel like Obi-Wan. What if he said this instead?" Or I might say, "This is a great line as it's written but when I say it, it doesn't come out right." There's a freedom for us all to act as we might on camera.

The process of recording is intense, though. As voice actors, we really have to think on our toes. We run through a scene three to eight times on average, and try to make it different each time.

Prequel producer Rick McCallum says that a hint of romance between Padmé and Obi-Wan was cut from *Revenge of the Sith*. Is that something you'd like to see in *The Clone Wars*? [Laughs] Cal [Taber, who plays Padmé] and

## THE CHANGING FACE OF OBI-WAN KENOBI

### SIR ALEC GUINNESS

Appeared in: *Star Wars* (1977), *The Empire Strikes Back* (1980), *Return of the Jedi* (1983)

### EWAN MCGREGOR

Appeared in: *The Phantom Menace* (1999), *Attack of the Clones* (2002), *Revenge of the Sith* (2005)

### JAMES ARNOLD TAYLOR

Appeared in: *Clone Wars* micro-series (2003), *The Clone Wars* (2008–present), *Battlefront II* videogame (2005), *Revenge of the Sith* videogame (2005)

### DAVID DAVIES

Appeared: *Star Wars: Galactic Battlegrounds* (2001) and *Star Wars: Rogue Squadron II: Rogue Leader* (2001)

### TIM OMUNDSON

Appeared: *Star Wars: Rogue Squadron III: Rebel Strike* (2003)

### BERNARD "BUNNY" BEHRENS

Appeared: Radio dramatizations of *Star Wars* (1981), *The Empire Strikes Back* (1982), *Return of the Jedi* (1983)

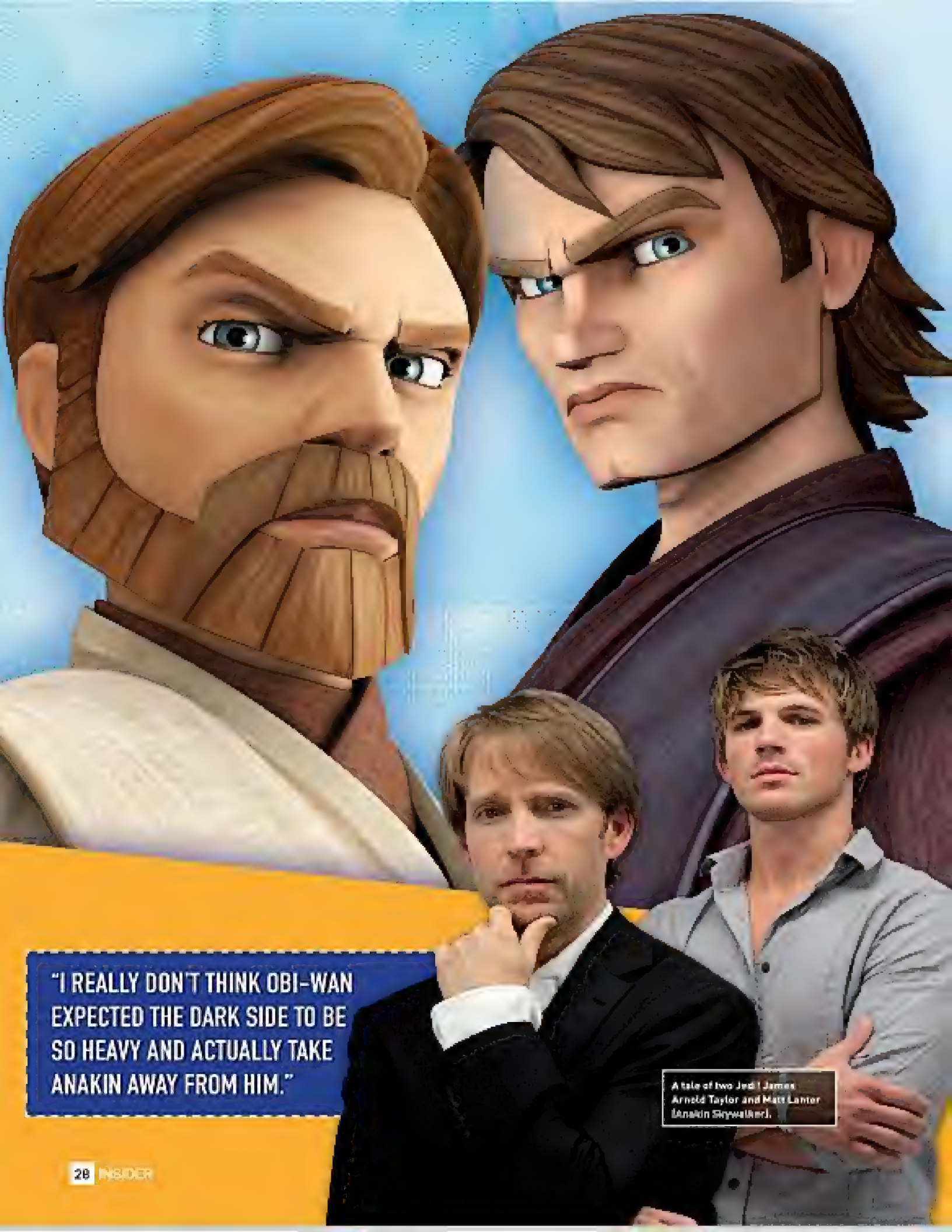


Ewan McGregor



Sir Alec Guinness





"I REALLY DON'T THINK OBI-WAN EXPECTED THE DARK SIDE TO BE SO HEAVY AND ACTUALLY TAKE ANAKIN AWAY FROM HIM."

A tale of two Jedi! James Arnold Taylor and Matt Lanter (Anakin Skywalker).



I am such good friends and we always joke around with Dave and say, "Come on, man, we've got to see a [romantic] episode like that!" In Episodes I and II, Obi-Wan thinks she's a politician like Palpatine, and doesn't buy what she says. But then somewhere down the line there's a connection and a bond that's made between them. In the show, we do get a chance to explore what happened and why they're closer by Episode III.

Obi-Wan is quite straight-laced. Do you ever wish you could play more comedy with him?  
Ewan [McGregor] did have some great moments, especially in the elevator scene in Episode III; Obi-Wan was having fun! You could see that playful nature in his relationship with Anakin—you could see they're like brothers, not father and son. We do get some of those moments in *The Clone Wars* now and again, too. Several times each season, Obi-Wan has a quip that just cuts through and you're like, "Oh behave, Obi-Wan!" So it's definitely there, but it would be fun to see a bit more.  
I play Plo Koon as well as Obi-Wan, and they're very serious parts. I'm so honored to play these two Jedi because they hold such weight in the storyline, but it would

be fun to have a character who could go a bit more crazy every once in a while, as well!

He has an intriguing relationship with Asajj Ventress.  
Oh yes, there's a lot of playfulness between those characters. I mean, they really get to flirt! Fans often ask me: "So what's the deal between Obi-Wan and Ventress?" [Adopts Obi-Wan voice] "Well, I can't possibly say...."

Also, Nika Futterman [who plays Ventress] is such a fantastic actress. In fact, the very first scene we recorded was the one you see in *The Clone Wars* film, where she and I are having our battle. She brings me up to a different level as an actor.

You also had some great banter with the Duchess Satine in the "Duchess of Mandalore." Was that as much fun to play as it was to watch?  
It was. Anna Graves, who plays the Duchess, is such a talented actress. She and I have done promo work in the past, and for us to have a good old battle of words is great!

I love the comedy in their relationship. Like that bit in the second part of the story, when Obi-Wan is hanging upside down and about to be crushed, and he says: "I'm a little tired up here!" But there's also a love between those characters, too. I think that's the main thing—we joke with the ones that we love. Obi-Wan has a heart for all of the characters, and I try to keep that in mind when I'm doing it, so it doesn't come across as too mean or snarky.

How do you think Obi-Wan's relationship with Anakin is progressing? Do you think he's at all aware of Anakin's dark side slowly coming to the front?  
I try to keep that in mind, especially in the last season when Mortis appeared. It's one of those parts where you're like, "How do I play this?" Because right now we're in between Episodes II and III; I know what happens in III, but I can't let that affect how I play him here. I think that he feels—and this is the way I play

it—that [the attraction to the dark side] is always going to be a part of Anakin and any other Jedi. But Obi-Wan knows the strength of Anakin and thinks he'll overcome it.

I don't think Obi-Wan expected anything that happened in Episodes III to V. I think he was so trusting in Anakin and the Force; he had hope and faith. I really don't think he expected the dark side to be so heavy and actually take Anakin away from him. And of course that's a pain that we see in Episode III.

And it also reflects his trust in Qui-Gon. That's a good point. I always think about that. I mean, we always think of Yoda as his teacher and instructor, but really the father to him was Qui-Gon. When we had the surprise of Qui-Gon appearing in the "Mortis" trilogy, I was like, "Oh this is so awesome!" And what a great honor to have a scene with Liam Neeson!

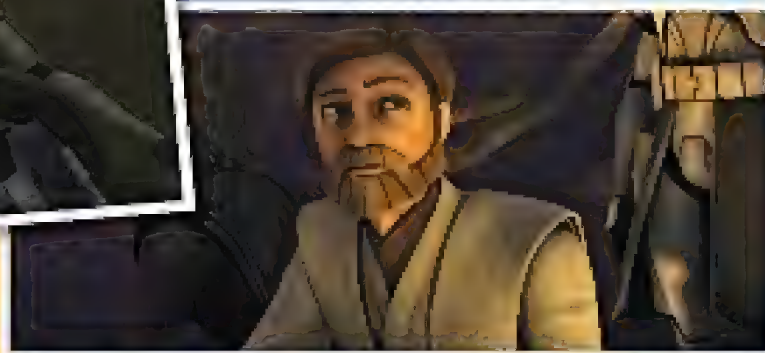
When we did that scene, I actually, very subtly, youthed my voice up a little. I went back to *The Phantom Menace*, watched that a lot, and gave the voice a slightly lighter and softer tone. Because Obi-Wan reverts back to when he was younger. I thought he would be very off-guard and revert back to when he was with his master.

Did you get to meet Liam Neeson?  
I didn't. He was in New York when we did it, and he recorded his part there. It's funny; that is such a heavy part of voice-acting. I've been able to work with just about everybody in showbiz today, but usually the scenes are recorded completely separately so I never get to meet them. Take Patrick Stewart and Samuel L. Jackson—I've been in five or six projects with each of them, and yet we've never met. Even though most of our scenes feature the two of us having conversations! One of these days it would be fun to meet them, but alas, that's the work of a voice actor!

If you could play a character from the movies who we haven't seen yet, who would it be?  
I'd love to see a young Han Solo, but I know that's not possible! It would be interesting doing Uncle Owen—we haven't seen him [in *The Clone Wars*], but we know he's kicking around right now. That's a voice that would be fun to explore. I've always felt that the character goes deeper than we ever got to see. I'd love to learn more about exactly what he knows. That would be fun! ☺



Obi-Wan and Captain Rex in action!







# MON MOTHMA'S

## 5 FACTS

### [1 FAKE]

GREETINGS FRIENDS OF THE REBELLION. WHEN I'M NOT LEADING THE FIGHT AGAINST THE EVIL GALACTIC EMPIRE, I LIKE NOTHING BETTER THAN TO COLLECT UNUSUAL INFORMATION ABOUT THE *STAR WARS* SAGA. HERE ARE FIVE FACTS, BUT ONE IS COMPLETELY FALSE. WHICH IS IT? THE ANSWER CAN BE FOUND ON PAGE 82!



## IN TWO MINDS

The Gand tracker Zuckuss suffers from schizophrenia.



## SPEECH THERAPY

Greedo speaks the Peruvian Indian language of Quechua.





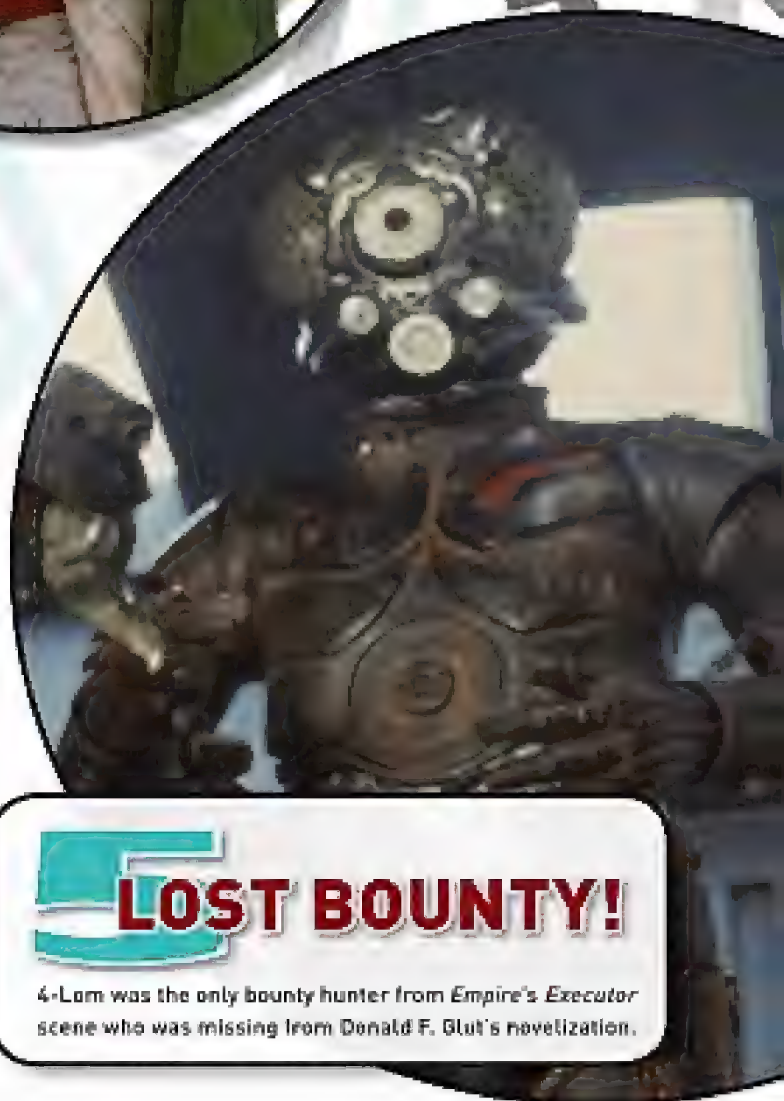
## 3 FETT'S THREADS?

Boba Fett's costume was originally designed for Alan Harris, who played Bossk.



## 4 HEAD CASE!

The cloth around Dengar's head was inspired by a bandage which actor Morris Bush wore after tripping on set.



## 5 LOST BOUNTY!

4-Lam was the only bounty hunter from *Empire's Executor* scene who was missing from Donald F. Glut's novelization.



# RED TWO STANDING BY

AS X-WING PILOT EXTRAORDINAIRE WEDGE ANTILLES, ACTOR DENIS LAWSON HAD A MINOR—BUT NONETHELESS PIVOTAL—PART IN THE STAR WARS UNIVERSE. *STAR WARS INSIDER* CAUGHT UP WITH LUKE SKYWALKER'S WINGMAN. INTERVIEW BY CALUM WADDELL

**B**orn in the small town of Crieff, in the picturesque Scottish area of Perthshire, actor Denis Lawson has been one of the U.K.'s most dedicated and prolific thespians for over four decades—appearing on the famously demanding stages of London's West End literally hundreds of times (with over 500 performances in the musical *Mr. Cinders* alone). On the screen, Lawson's notable roles include appearances in the classic movie comedy *Local Hero* (1983), the television series *Holby City*, and the acclaimed BBC serial *Bleak House* (2005). However, the actor is also well recognized for playing the role of Wedge Antilles ("Red Two") in all three of the original

Star Wars movies—a part that he would reprise, albeit solely in vocal form, for the 2001 video game *Star Wars Rogue Squadron II: Rogue Leader* (which was released on the Nintendo GameCube).

Notable for surviving the challenge of taking down the dreaded Death Star in *A New Hope*, and returning to X-wing duty in order to tackle some AT-AT action in *The Empire Strikes Back*, Wedge would further prove his worth in *Return of the Jedi*. A fitting filmic farewell for the pilot, the character would successfully aim and fire at the Death Star—finally bringing an end to the rule of the evil Empire.

Lawson, however, admits to being a little bit tongue-tied









"WATCHING STAR WARS BEING MADE WAS QUITE SIMILAR TO SEEING AN ENORMOUS ARMY, LUMBERING FORWARD THROUGH THE TRENCHES."

when it comes to things *Star Wars*-related.

"I don't really know where to begin when it comes to *Star Wars*," he smiles.

"I will say that I think the films are absolutely wonderful entertainment, and I fully understand their popularity, but they did not really have any relevance, or influence, on the rest of my career as an actor. I do not want that to sound disparaging toward the films, however, because I do think that they are excellent and I was happy to be asked back for the sequels—but as an actual acting experience they were not very exciting."

Certainly, Lawson does concede that this was predominantly due to the fact that the *Star Wars* films were epic productions, and actors with small roles can all too often feel like just another cog in the machinery. "We shot the first one in 1976," he recalls. "I remember speaking to Mark Hamill, who is a really nice man—he was always very easy to chat with and extremely down to earth. But, without wanting to speak for anyone else, I do not think that anybody on the set of the original movie had high expectations of it. I was one of a bunch of young London-based actors who had been hired as part of the supporting cast and we all turned up, unsure of what to expect, to do this huge American movie. It was budgeted at \$7 million, which was very big for the time. But considering how small my role was, and how little I had to do, I always felt that my contribution was virtually nothing." Nevertheless, the actor does admit that it was quite a sight to witness the production of *A New Hope* slip into gear.

"Now that was the really interesting aspect of *Star Wars* for me," he enthuses. "Before that, I had never seen a massive movie in the process of being made. If I had to describe it, and it was like this on the sequels too, it was quite similar to an enormous army, lumbering forward through the trenches. The technical aspects of it were utterly fascinating and I really enjoyed watching it happen."

Lawson's *Star Wars* connection continued to the prequels when his nephew, Ewan McGregor, was cast as the young Obi-Wan Kenobi. So did he have any qualms about McGregor taking on a piece of the family tradition?

"When I heard about Ewan and the *Star*



### READERS' CHOICE

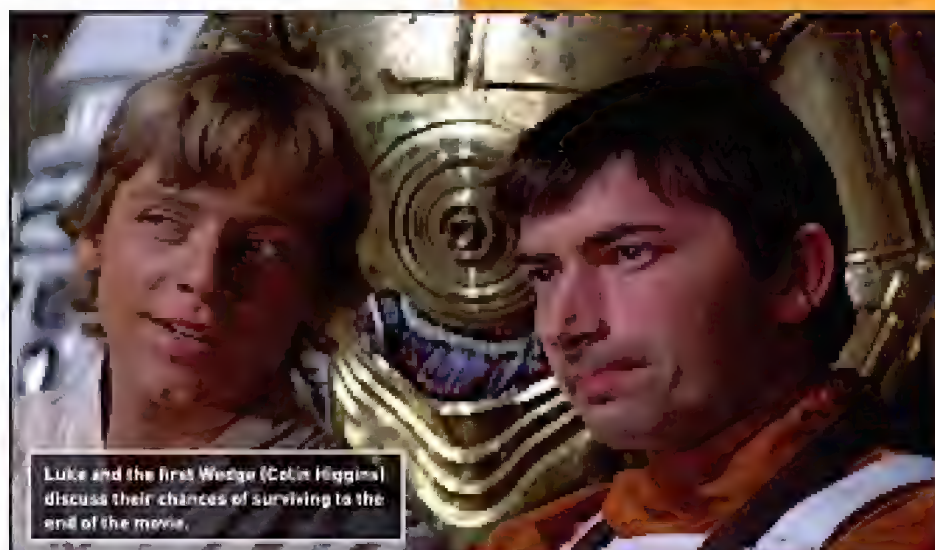
Way back in *Star Wars Insider* 38, a readers' poll ranked Wedge Antilles the eighth most popular *Star Wars* character. His high ranking in the poll placed him ahead of popular characters such as Lando Calrissian, Obi-Wan Kenobi, and C-3PO and R2-D2!



Wars films. I was, at least initially, a little bit apprehensive," says Lawson. "I do think that huge movies like that can drive you into a cul-de-sac as an actor—especially if you have a leading role in them. But, at that point in his career, Ewan had a very strong track record anyway: he had done *Shallow Grave* and *Trainspotting*, which were both big hits, so he was very well established. Thanks to these films, I think people already knew what he was capable of. So, in the end, doing *Star Wars* didn't seem like such a big risk for him. The proof of that is where he is now—Ewan has managed to challenge himself and move onto a career beyond *Star Wars*. He has also done a lot of stuff outside of that genre. He is an excellent actor and he has more than proven that."

Wedge Antilles, on the other hand, remains firmly rooted in the world of *Star Wars*—and his legend has grown since the original trilogy. Indeed, the character has had his background expanded in such book spin-offs as the *Thrawn* trilogy and, most famously, in the comic book series *X-wing: Rogue Squadron*. That news comes as a bit of a surprise to Lawson himself.

"I am shocked to hear that people remember the character, to be honest," he laughs. "I have had *Star Wars* fans come up to me and say, 'Isn't it great that Ewan is



Luke and the first Wedge (Colin Higgins) discuss their chances of surviving to the end of the movie.

in *Star Wars* and you also did those movies? That is really something to be proud of! But, although I did have fun, as acting roles they just did not count for a lot. Looking

back at my career, I would say that the highlight was *Local Hero*, which I loved, and more recently *Bleak House*.

I can definitely tell you that if any of the *Star Wars* fans discover these then I'm happy." 🙌

## EXPANDED

Denis Lawson can next be seen alongside Ewan McGregor in the movie *Perfect Sense*.

## UNIVERSE

## THE THREE WEDGES!

There are actually three actors playing the role of Wedge in *A New Hope*. During the Rebel briefing scene, actor Colin Higgins played the role, but was replaced during the shoot by Denis Lawson. The voice of Wedge was provided by another actor, David Ankrum. Lawson finally used his own voice, some 20 years later, in the videogame *Star Wars: Rogue Squadron II: Rogue Leader*.



Han and Wedge 2, *Death Stars III*! The Rebel friends celebrate after taking down another Death Star.









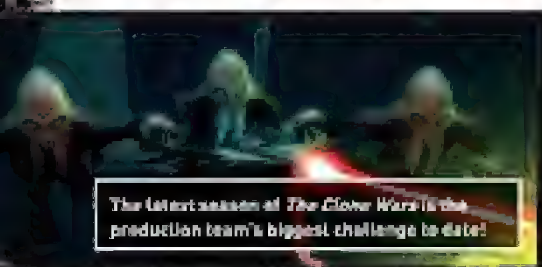
# PRODUCING MAGIC

**STAR WARS: THE CLONE WARS PRODUCER  
CARY SILVER TELLS STAR WARS INSIDER  
WHY SEASON FOUR BREAKS NEW BOUNDARIES.  
INTERVIEW BY JONATHAN WILKINS**





Clone commander George Lucas and Gary Silver at the launch of *Star Wars: The Clone Wars* third season.



The latest season of *The Clone Wars* is the production team's biggest challenge to date!

#### What have the challenges been this season?

The challenge has really been to maintain the high level of quality that George [Lucas] has tasked us with. One of George's big tenets is to always push the

boundaries, and this challenges us to constantly find ways to get better, to push the quality of the lighting, animation and effects as well as the storytelling. You'll see all of this in the coming months. So buckle your clone helmets on tight because it's going to be another amazing season of *The Clone Wars*!

**"TO COMPLETELY CHANGE EVERYTHING FOR ONE STORY ARC IS AMAZING. EVERY ASSET WE HAD NO LONGER APPLIED."**

about where we're going, but honestly my feeling is that in a writers' conference it's not my job to cringe or try to limit what George wants to do. It needs to be a freeform, creative environment. It's all about getting the idea right, going as far

as we can, and then we'll figure out how to do it and find ways to make it producible. So, although I do grimace at times, I don't think that's something we should worry about at a writers' conference. The sky's the limit!

Surprisingly enough, one of the most challenging things in this season was put forward by George himself. It's the three opening episodes of Season Four and we've set them almost completely underwater. And for a TV series to completely change everything for one story arc is amazing and ambitious. Think about it: basically every asset we had previously used no longer applied. Every camera move as well as the

Lead writer Christian Taylor recently told us you've been known to hold your head in your hands when you hear incredibly expensive ideas in the writers' room. What's the most expensive idea someone's come up with? You know, it's funny. I saw that quote and probably sometimes do get concerned



simplest walk cycles or fighting cycles that we'd created up to that point had to be rethought and redone.

So we had to create a completely new construct for the series, which I think we did spectacularly. It was incredibly challenging and not something any other CG series would even think about doing, but for us it's just another story arc. That's just a small example of the level and ambition for the show that George is constantly pushing us to reach.

**Presumably, having made those episodes, you've got the assets in the bank if you want to revisit it later.**

Certainly, being in CG gives it that ability, although it never works as easily as you think. You might go back and say, "Oh great, let's do another water episode," and then realize there are all these other things you've got to change. But, yes, we do now have the basic concept in the digital world that we can pull from.

More than that, though, is that it helps create more confidence amongst the crew. We can enjoy the fact that we really pulled the impossible off! And for me, that's the true achievement. We have the most amazing hard-working and talented crew, and there isn't anything we can't figure out how to do at this point.

**As you've gone on, has the process of making the episodes become more streamlined through experience?**

It has. One of the tenets of the company is to never rest on our laurels; so with every season we want to figure out how to make things more efficient and the production process more effective.

Usually when you try to streamline a production, the quality and complexity goes with it, and you simplify things. But we've been able to streamline the process and the production system while pushing the quality through the roof. They're almost opposing agendas, but we've been able to figure out how to balance the two. Again, it's really a testament to the talent and dedication of the entire team.

**The Clone Wars has evolved every season. What have been the big advances in Season Four?**

The big advances have really been the

**"GEORGE CAN THROW ANYTHING AT US AND WE CAN FIGURE OUT A WAY TO GET IT DONE!"**

great strides that Joel Aron, [lighting and effects supervisor] has been able to do in terms of the overall look and feel of the show. We've also brought in a new animation supervisor, Keith Kellogg, who I think has helped us take the animation to a whole other level.

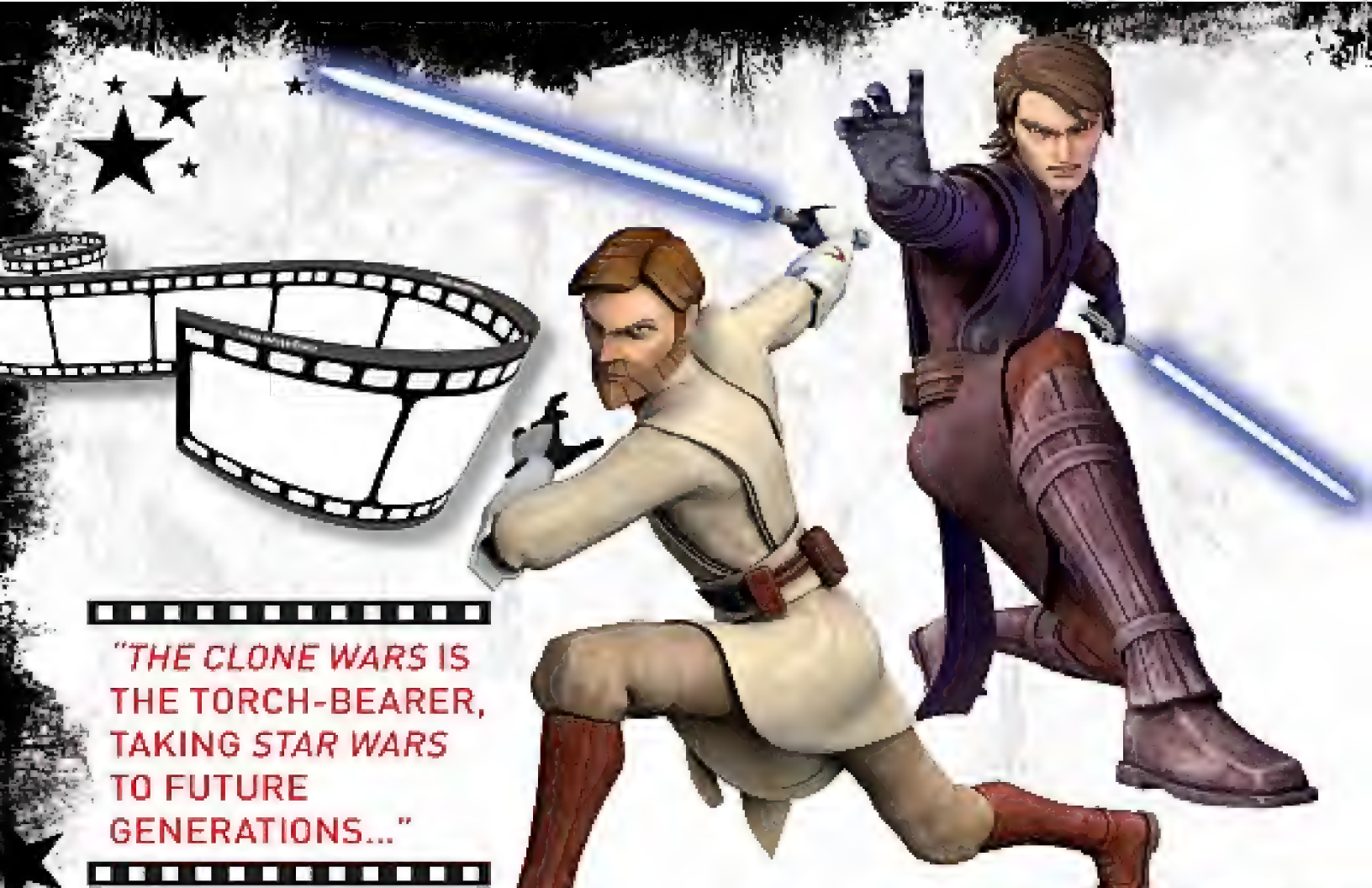
Those are some of the real breakthroughs, beyond continuing to hit our stride and build on everything we've learned along the way. As Joel has said, we learn from each passing episode and then apply it in the next episode. For us, it's about constantly finding a way to up our game and push the boundaries creatively.

**You've described working with George as being a masterclass in filmmaking. What's been the most important thing you've learned from him?**

His storytelling sense. There's a reason why George's movies and stories have resonated with generations of fans.







**"THE CLONE WARS IS THE TORCH-BEARER, TAKING STAR WARS TO FUTURE GENERATIONS..."**

They have a level of clarity in how the story unfolds that really involves an audience and brings them along on an amazing journey. But beyond that, it's his editing sense and his creative inspiration. It's amazing working with a visionary of his stature. For many people in this industry, particularly in my role, it can sometimes be hard to think out of the box and to break the mold, because you've built that mold and are trying desperately to live within it. But George is constantly imploding the mold and saying, "Let's go further." That continues to challenge us and ultimately inspire us to do great things. *The Clone Wars* is not your average animated series and George really makes us feel as if we're making a *Star Wars* feature every week.

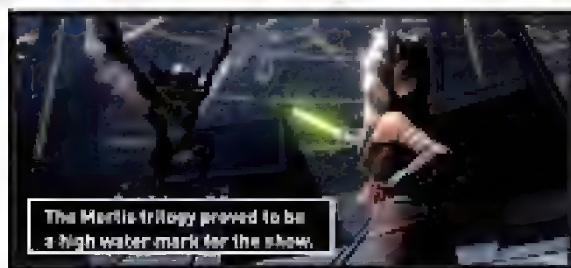
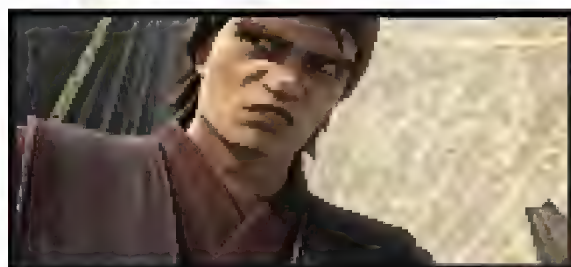
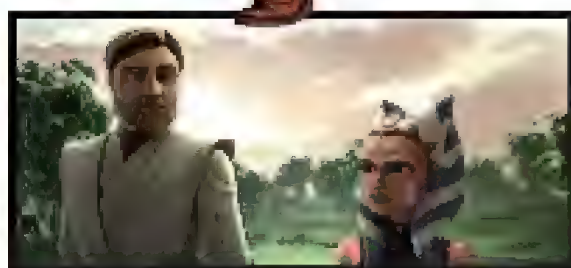
**Walter Murch [acclaimed editor, sound designer, and director of *Return of the Oz*] is directing an upcoming episode. How did that come about?**

He's a friend of George's. Most of the guest directors over the years have all had some kind of connection with George, whether they've been a friend or whether they've worked with him before. We were incredibly fortunate that Walter was available and able to come in and work with our crew. The episode he directed is really pivotal in an upcoming four-episode

arc in Season Four. It's some of the deepest and most complex storytelling we've done on *The Clone Wars*, and Walter's episode helped bring that home. He really is a genius when it comes to filmmaking and editing, and everyone on the crew was very excited to work with him and learn from someone of that stature.

**As a producer, what do you look for in a director?**

Obviously you've got to find someone who's incredibly talented and creative and who isn't afraid to push boundaries. But for me, the best productions are where I've felt that I can partner with the director. I really see a creative endeavor as a two-headed monster and you have to balance the creative with the production side. If the project is all creative, you run the risk of nothing ever getting done, and if it's all production, then you run the risk of the project not being any good. Different sides may win the day based on what's the most important at that moment, but ultimately both sides have to find a way to reach a balance and co-exist. Navigating these waters is always tricky but to me, the best





work comes from when the director and producer are working together.

**What's the biggest misconception people have about producers?**

I think the biggest is that all we care about is saving money and being cheap. To me, that is so secondary to our overall role. Obviously as producers, we're tasked with being responsible for the business side—we have to manage the show and manage the schedule. But that's not what makes a producer worth his salt. To me, everything we do should support the creative vision. That's what we're in it for: to tell great stories and to put great visions on screen. So to me, all of the production decisions I make are to bolster that. I would hate to short-change creative so that I can save a few dollars on the budget. I would rather try and trim other areas in order to support a great idea.

Do we have to balance the creative with the amount of time and money we have to spend on certain things? Absolutely. But first and foremost, it's got to be about supporting the creative endeavor that we're a part of, because that's really why we're here.

**You looked like you were having a great time at Celebration V. How important is fan reaction to you?**

It means everything. It has such a profound effect on all of us, and certainly on me personally. We're so wrapped up in making the series that we can lose sight of who we're affecting and the fans we're inspiring. One of the big things about San Diego Comic-Con and Celebration is to see the fans' reactions; to see the eyes light up in little kids who are wearing *Clone Wars* outfits and T-shirts. It's amazing!

To me, the great thing is when you realize how big it is. And I know that may sound silly if you think, "Yeah, *Star Wars*, of course it's big." But when you actually see the fans' reactions—the generations of kids, parents, and grandparents—you really think, "Wow!" You get to see that *The Clone Wars* is an integral part of this huge, revered universe and in some ways, I feel that *The Clone Wars* is the torch-bearer taking *Star Wars* into the future for many more generations to enjoy.

**If the opportunity arose to do another *Clone Wars* movie, would you do it?**

Are you kidding? That would be an amazing opportunity! I really like *The Clone Wars* feature that was made, but I feel that with where the show and this crew are at now, we could hit it out of the park. I would love to be a part of something like that. It's something Dave and I have talked about. As I'm sure you can imagine, Dave's absolutely percolating with ideas. So we'll see what George wants to do, but right now we have our

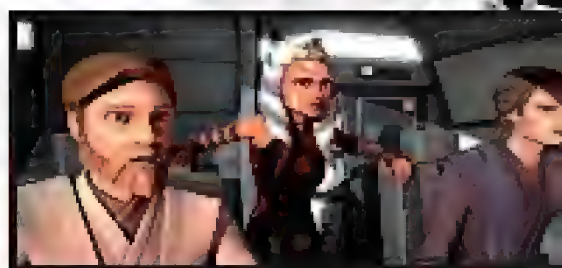
hands full with keeping *The Clone Wars* TV series rolling!

**Do you have a favorite episode so far? Or is that like choosing your favorite child?**

You know what, it really is! I've got a million favorite episodes and I like them all for different reasons. I think the "Nightsisters" episodes and story-arc are just incredible; not only for storytelling but also for the visuals. The "Mortis" arc took us to places unknown and was handled beautifully. But if I had to pick a favorite episode at this moment, it might just be "R2 Come Home" from Season Two, which I loved—and not just because there's a clone named Captain Silver! There's just something about the storytelling in the episode that I love.

I also really love "Wookiee Hunt." I mean, when we see that silhouette of Chewie, and he slowly stands and looks up, and you hear those little tickles of the *Star Wars* theme.... I'm getting chills just thinking about it! It was a huge leap forward for the show and is a really beautiful episode.

Then again, we've got stuff coming up in Season Four that I think the fans are going to love. And I know we've said this in past seasons, but we've really kicked the show into a whole new gear. It's going to be an epic, epic season. 🌟



"Wookiee Hunt" was one of many highlights for Silver, with many more to come in Season Four!







EXCLUSIVE  
FICTION

# A FAIR TRADE

By Paul S. Kemp, with art by Brian Rood

**T**he inside of Khedryn's mouth tasted like he'd taken a long lick of one of Farpointe's packed-dirt roads. A pounding headache felt like someone was twisting screws into his temple. He stepped gingerly into *Seeker's* cockpit and slid into his seat.

"How do you feel?" Marr asked, plugging a complicated formula into *Seeker's* navicomputer. Even without the hangover, Khedryn couldn't have followed the formula. The numbers on the screen swam and he swallowed down a bout of nausea.

"Not as bad as I smell." He took a tentative whiff of one armpit and winced, the nausea rearing anew. "Are these the same clothes I had on last night?"

Marr, intent on his data, murmured something too unintelligible for Khedryn to decipher.

He looked out of the cockpit. *Seeker* streaked into the black, away from Fhost's gravity well. The swirl of stars through the window made Khedryn sick.

"There's cal in the galley," Marr said. "Might help."

"Thanks. Later. So... remind me of last night again."

Marr tapped a final key and looked over

to him, the wall of his tan forehead creased in a question. The top of his head stuck out of the ruff of his light hair like the peak of a cloud-swathed mountain. "You played sabacc, drank, and talked—the latter two more than you should. There were ears all over the cantina."

The disapproval in the Cerean's tone irked Khedryn. He tried to think of a snappy retort, but the overindulgence in pulkay had left him too muzzy-headed to come up with anything. Instead, he sagged in his chair and acknowledged the reality.

"I need to slow it down some. It's affecting the work. But no harm done this time, right?"

Marr had the good grace to say nothing.

As *Seeker* cleared Fhost's system, Khedryn attuned her scanners to the frequency of the subspace salvaging beacon they'd left on a derelict. The scanners picked up the sound almost immediately—a satisfying, regular chirp that announced the presence of credits floating free in the black. Hearing it salved Khedryn's headache. A tractor beam malfunction had prevented them from towing the derelict back to Fhost when they'd first discovered it, and Khedryn had not wanted to risk reactivating the damaged derelict's engines. But now *Seeker* was squared away and they

could pull the salvage home.

"There's the beacon," Marr said.

Khedryn eyed the blip on the scanner's screen. "No getting away from us this time, m'lady. Let's go get her," Khedryn said, and Marr activated the hyperdrive.

The black of Fhost's system gave way to the blue swirl of hyperspace, and *Seeker* burned its way deep into the Unknown Regions. Khedryn hurriedly darkened the cockpit's window. The churn of the blue roiled his already shaky stomach.

He stood, putting a hand on Marr's shoulder to steady him. "Time for that cal, I think."

"I'll mind the store."

By the time Khedryn had swallowed down two stomach tabs and three cups of cal, he felt more or less himself again. Carrying a cal for Marr, he wound his way back to the cockpit. Seeing Khedryn, the Cerean took the cal with a nod of thanks, and checked the instruments while he sipped.

"Good cal and good timing," he said. "We're about to come out of hyperspace."

Khedryn slid into his chair and disengaged the homing beacon. "Then let's make some credits."

Marr adjusted the radiation shields, disengaged the hyperdrive, and the blue



gave way to black. The system took shape before them—a distant pair of dim, red binaries, the chaotic swirl of a thin asteroid belt, and, closer, two orange and red gas giants swarming with moons.

Marr input the coordinates for the derelict. Khedryn engaged the ion engines, and Seeker speared the system, swinging toward one of the large, barren moons orbiting the closer gas giant. Khedryn felt a brief rush of concern—that someone else had found the derelict, that Marr's math had been off and its orbit had decayed faster than they thought—but as they came around to the far side of the moon, the dim, red light of the dying binaries glinted on the hull of the derelict. He smiled and exhaled.

"Hello, beautiful."

A military heavy-equipment transport had been converted for standard hauling and hung in a low, decaying orbit over the moon. Its appearance was that of a large beetle, and a closer inspection showed the ship was minus its two escape pods and was structurally undamaged except for one of its engines, which looked to have blown wide open. Khedryn and Marr had already examined the interior—cargo bay empty, a conspicuous absence of logs.

A smuggler's ship. A life support malfunction had forced the crew to evacuate and they'd never returned.

"I think I could get her to fly, given enough time," Marr said.

"I don't doubt it. But with no life support, we'd have to fly her in handsuits. Easier just to pull her home."

"Any concerns about the crew?"

"If they lived—a large if—this ship'll be scrap and her electronics refurbished and gone before they ever find it—or us. You worried?"

"Not at all," said Marr.

"Then get us into tractor range and let's hitch her up."

Seeker devoured the kilometers, closing on the derelict. In moments, the ship filled their field of vision.

"Big girl," Khedryn said, eyeing the hauler's hull.

Marr nodded and maneuvered Seeker around for a tractor latch.

Before he engaged the beam, though, a proximity alarm started to trill.

"What's that?" Marr said, leaning forward to eye the instruments.

"A malfunction. Has to be. There's—"

"Another ship coming out of hyperspace," Marr said.

"What? Who?"

Khedryn leaned forward to examine the scan signature of the unknown ship when an explosion rocked Seeker, nearly knocking him from his seat. Alarms screamed.

**"THAT ENGINE  
SHOT WAS  
INTENTIONAL.  
I COULD'VE JUST  
BLOWN YOU OUT  
OF SPACE."**

"That's cannon fire!" Marr said.

Khedryn cursed. "Rear deflector at full."

"Fire in cargo bay two," Marr

announced, his hands moving rapidly over the instruments. "We're leaking pressure out of bay one."

Khedryn grabbed the stick. "Seal it off. Going evasive."

A flashing light and the change in pitch of the alarm announced the loss of engine power. Khedryn cursed.

"Get them back online, Marr. We're floating dead. Who the hell is firing at us?"

His shoulders bunched in anticipation of the next shot, but it didn't come. Instead, a chime sounded.

"They're hailing us," Marr said.

Khedryn would have to buy time. "Put them through, but keep working on auxiliary power for the engines."

The hollow sound of an opening channel carried over the cockpit speakers. Khedryn winced when he heard the voice on the other end.

"Khedryn Faal, always and ever in my way."

"Reegas," Marr said.

Khedryn's fists curled into white balls. Reegas flew a highly modified YT-2400 freighter, armed to the teeth, and crewed by five thugs. He ran a criminal syndicate on Fhost. And hated Khedryn.

"You're wondering why I'm here."

Reegas said.

"Because you're a murderous thief,

is my thinkin'," Khedryn muttered, but did not transmit.

"I'm taking that derelict," Reegas continued.

Khedryn's fist slammed on the transmit button. "That's ours—"

Comm squelch cut him short.

"And I'm taking Seeker, too. That engine shot was intentional. I could've just blown you out of space. Consider yourselves lucky. I'm coming over, Faal. You've got ten minutes to debark."

"Debark? Are you—"

Once more, the squeal of interference shut him up and resurrected his headache.

"If you're there when I board..."

Reegas said. "Well, there's no telling what might happen then. My boys like shooting things, after all."

Khedryn felt the vein in his forehead pulsing. "Don't they know I have a hangover?" he muttered.

"I can't have the engines up in ten minutes," Marr said.

Khedryn rubbed his temple. "How'd they even find us out here?"

"You were chatty last night. They might have heard about the derelict and put a beacon on Seeker."

"Dammit, Marr. You're supposed to get me clear before I talk too much."

"You always talk too much."

"Shut up, Marr." He took a deep breath, his mind racing through options. "All right. Listen, no questions, just answers. I want





Seeker's engines dead and beyond repair. Can you do that in five minutes?"

Marr considered, then nodded.

"Do it. And I need you to tune the deflector so they can't scan Seeker for life signs."

Marr looked as incredulous as his natural placidity allowed. "Anything else? Maybe chart a new—"

"Once all that's done, arm yourself and meet me at the hardsuit locker. Quick, now."

"What are we doing? What's the plan?"

"I don't know yet. I'm just pulling tools at our disposal."

He hit the transmit button on the comm. "We'll be off, you knifin' thug. But don't think I'll forget this."

Reegas was laughing when he replied. "Nine and a half minutes, Faal."

While Marr worked, Khedryn hurried through Seeker's corridors until he reached the equipment locker. He took a hatch

cracker and cabled it to his hardsuit.

"Where are you, Marr?" he asked over the comlink.

"Coming now. Engines are ruined. No one is fixing them."

"Good."

Khedryn started squirming into his hard suit.

Marr sprinted into sight, grabbed his own suit, and started pulling it on. They tested seals, the comm—all was five-by-five.

"Let's get to the pod," Khedryn said.

Marr grabbed his arm. "He'll shoot the pod down, Khedryn."

"I know. That's why we won't be in it."

Marr released him. "If he scans it, he'll know we're not aboard."

"Exactly."

"Right? And then what?"

Khedryn frowned. "Still working that out."

And then he winked his lazy eye at Marr.

Reegas and three of his crew stood at the hatch to the Starhawk shuttle attached to *Blackstar*. His men wore blasters, ablative vests, and habitual scowls.

"Seeker's escape pod just launched," announced Marden over *Blackstar*'s comm.

Reegas answered into his comlink. "Scan it for life-forms."

A pause, then, "None."

"Blow it out of space, just to be sure."

They could have a screen on it. Can you scan Seeker?"

"Deflectors prevent a clean scan."

Reegas eyed the hard faces of the men.

"Faal may be stupid, but he doesn't quit."

They'll be waiting for us."

Snickers from the men.

"We kill them both and space the bodies," Reegas said. He hated Faal, and wasn't even sure why. Men of different polarities, he supposed. It happened





sometimes. "I want the ship intact."

The men double-checked the charges on their blasters and boarded the *Starhawk*. Reegas took position in the shuttle's small cockpit. Through the window, Seeker and the derelict floated against the body of the gas giant. Reegas could turn both of them into over a million credits. That Faal would die in the process was just a bonus.

"Coming to see you, boys," he muttered at Seeker.

The shuttle separated from *Blackstar* and shot across the kilometers. While it flew, *Blackstar's* plasma cannons fired, long red lines that atomized Seeker's escape pod.

Khedryn's breath sounded like a bellows inside the hollow confines of the hardsuit's helmet. He blinked away the spots left over from the escape pod's explosion. He and Marr hugged the port side of Seeker, opposite her starboard docking ring. They watched the shuttle disengage from *Blackstar* and accelerate toward them.

Khedryn glanced across space at the derelict and, more importantly, its engines. Marr said he could get them online.

"They'll blow their way in through the docking ring," Marr said.

"Yes. We wait until they get closer."

The two friends clung to the side of the ship they were about to lose, waiting as the shuttle approached. When it was close to Seeker, but at an angle oblique to Khedryn and Marr, the former tapped his ship farewell and said, "We go."

Both of them engaged the anti-grav propulsion systems in the hardsuits and shot out into space.

The shuttle bumped hard against Seeker, clamps seizing the docking ring, and Reegas's men went to work. Two covered the door with blasters while the third affixed the shaped charges to the hatch.

"Blow it," Reegas said.

The explosion blew the hatch from

its mounts, filling the area with smoke and the acrid tang of thermite. Reegas's men poured through the opening, blasters raised. To Reegas's surprise, though, he heard no blaster fire. Weapon drawn, he followed his men onto Seeker.

Nothing but an empty corridor.

"This ship is not that big. Find them. You and you, with me. You two, that way. Sound off if you see or hear anything."

Khedryn and Marr slammed into the side of the ship, both of them grunting at the impact. They maneuvered themselves crabwise over to an external airlock door.

"Quick now," Khedryn said, and handed Marr the hatch cracker.

Marr affixed it and started working on the hatch's security code. Numbers blazed across its surface, reflected in reverse on the face-plate of Marr's helmet. The indicator light on the hatch's control panel stayed red.

Khedryn bit his lip with frustration. He glanced back at Seeker, wondering when Reegas would find the missing hardsuits and put two and two together.

Marr's intense stare drank in the cracker's failed formulae. He stopped the device's routine, pushed a few buttons, and started it down a different path.

"Got something?" Khedryn asked.

"Nothing certain. It ran the hexadecimal and got nothing, so it's something else. I tweaked it to run a base eleven run, then a twelve, and so on. The problem is the spaces."

Khedryn had no idea what Marr was talking about. He looked through the hatch's tiny window to the dark interior of the ship, then across the gulf of space to Seeker.

"Marr, we're running out of time."

"I know," Marr said. "I'll have it soon."

Khedryn stared at the unlit light of the hatch's control panel and tried to will it green.

Reegas and his two men prowled Seeker's narrow passageways, blasters leading. They encountered nothing, heard nothing. The ship felt like a tomb. When they reached the central axis and the ship's locker, the lead man looked back and said,





"Hardsuits are gone, Reegas."

And all at once it clicked for Reegas. Faal and Marr weren't aboard. The escape pod had been a diversion to make Reegas think an ambush awaited him on *Seeker*.

"They're on the derelict! They're going to try to fly it out of here!" He activated his comlink. "Marden, disable the engines on the derelict! Just the engines! Right now!"

"Why?"

"Just do it!"

"Yes, sir."

Marden locked *Blackstar's* cannons onto the derelict's engines, reduced the energy output of the beams, and fired. The engines exploded, rocking the entire ship out of its orbit. Pieces of metal pelted *Blackstar* and the blast wave made it roll gently.

The soft beep of an alarm drew his eye. The external airlock door facing the derelict was acting up. It had probably taken some debris from the explosion.

"Blast it."

He hopped out of his chair and hurried to the rear of *Blackstar*.

Khedryn's mouth went dry when he saw a light go on beyond the interior airlock seal.

"Marr, someone is coming! Hurry!"

"Got it," Marr said, and the light on the external airlock turned green.

Khedryn pulled himself inside the airlock while drawing his blaster. He slammed a gloved hand to close the outer door.

"Come on," he said as it closed. "Come on."

The moment he heard it seal, he threw the lever to open the inner door, which slid up with a hiss. He caught a flash of a movement from down the corridor, the discharge of a blaster bolt, and heard Marr's shout of pain.

He fired blind as fast as he could while throwing himself against the wall.

"Marr!"

The Cerean lay on his back on the deck, a smoking black furrow in the shoulder of his hardsuit. O2 leaked out with a soft hiss.

"I'm all right," Marr said, waving a hand.

Khedryn nodded, relieved, and poked his head out. A body lay down in the corridor—a human, blaster hole burned in his chest.

Khedryn had seen him before, in the cantinas on Fhost, but couldn't remember his name.

"Damn, damn, damn," he said, unsealing his helmet.

"What is it?" Marr asked, as he climbed to his feet.

"Killed him."

Marr put a hand on Khedryn's shoulder. Khedryn shook his head. "Come on. Stay sharp. There could be more of them."

He grabbed the comlink from the dead man and they hurried to the cockpit. A ship-wide scan by Marr showed no one else aboard. The dead man's comlink started to ping.

"Verra," Reegas called over the comlink. "Verra, report."

Verra. That had been the dead man's name.

## BLACKSTAR'S CANNONS LIT UP SPACE AND TURNED THE SHUTTLE TO DEBRIS.

"Verra's dead, Reegas," Khedryn said over the comlink. "And I'm sitting in your cockpit."

He would have paid ten thousand credits to have seen Reegas's face when he said those words.

A long pause, then, "We can deal, Faal," Reegas said. "Don't do anything rash."

Khedryn imagined Reegas and his men running for the shuttle.

"If you've got any men in that shuttle, get them out now," Khedryn counted to ten. "Shoot it, Marr."

*Blackstar's* cannons lit up space and turned the shuttle to debris. The explosion sent *Seeker* lurching sideways. It pained Khedryn to damage his own ship, but it was worth it to hear Reegas's curses and the ship's wailing alarms carrying over the open comm channel.

"You're stuck there, Reegas. *Seeker's* dead in space. We killed the engines." He looked out the glass at the derelict, noting the fires still burning in the engine section. "So's the derelict, thanks to you. You'll be out here a long while, I wager."

Reegas's curses filled the comm.

"You remember that I could have blown you from space," Khedryn said.

"Oh, I won't forget anything."

Khedryn teased. "You be nice now, and maybe I'll send someone back from Fhost to find you." He hardened his tone. "Let me be clear. You cross me like this again and I won't hesitate to kill you. And don't try to get this ship back. She's mine now. I think that's a fair trade after what you did, right?"

Silence.

"Right?"

"Yeah. A fair trade. You send someone back for us, Faal. You send someone."

"There's caf in the galley. If that's not enough to keep you warm, you can always cuddle."

Reegas let loose with another string of expletives while Marr programmed the navicomputer for a course to Fhost.

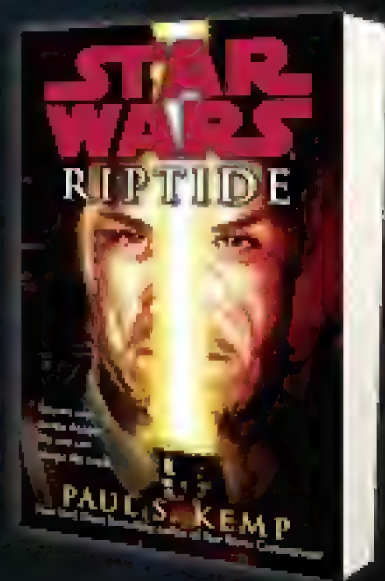
"This is a nice ship," Marr said, running his hands over the instrumentation.

"Agreed," Khedryn said, looking around.

"Let's call her *Junker*. Suit you?"

Marr smiled. "Suits you and me, if not the ship. Junk she is not. But maybe you mean it ironically?"

Khedryn eased back into the pilot's seat, smiled, and played dumb. "I don't know what you're talking about half the time, Marr. Light up that hyperdrive and let's see what she can do." ☺



**EXPANDED**

*Star Wars: Riptide* by Paul S. Kemp  
is out now in paperback!

**UNIVERSE**



# JEDI ARCHIVE

RARELY SEEN IMAGES FROM THE NUMEROUS ARCHIVES



Main image: Peter Cushing lends a touch of class to Grand Moff Tarkin in *A New Hope*. This page (from top): Wayne Pygram, before the Tarkin makeup is applied for *Revenge of the Sith*. Middle: The first makeup test of the final makeup design. Right: An earlier makeup test on an unnamed production accountant. Test photographs courtesy of makeup designer Dave Elsey.







# FRINGE

## WANTED



## HAN SOLO

HERO OR VILLAIN? THIS SPACE PIRATE HAS BEEN  
KNOWN TO SHOOT FIRST AND ASK QUESTIONS LATER.  
ONLY IN IT FOR THE MONEY?



# APPEAL



**A CERTAIN  
POINT OF VIEW**



**STAR WARS INSIDER** CASTS  
AN EYE ON THE ROGUES AND  
SCOUNDRELS WHO LIVE ON  
THE MURKY EDGE BETWEEN  
GOOD AND EVIL.

WORDS: DANIEL WALLACE

## WANTED



## BOBA FETT

ALLIED TO THE EMPIRE OR JUST THE HIGHEST  
BIDDER FOR HIS SERVICES?



Jabba the Hutt and Bib Fortuna. Simply trying to make their way in the universe?

**D**ark side, light side—why do we have to choose? The real secret of *Star Wars*' popularity lies with the morally flexible characters on the fringe. These cunning rogues get to have their devil's food cake, and eat it, too!

"Your friend is quite a mercenary," sniffed Princess Leia in the movie that enshrined Han Solo in pop culture's pantheon of lovable scoundrels. "I wonder if he really cares about anything, or anyone." And while Han eventually revealed his underdog spirit, Leia's assessment reads like a spotter's guide to identifying the characters in the saga who spend their time as fringe dwellers.

In *Star Wars*, most heroes wear their hearts on their sleeves and the villains are sneering torturers with violent names like Maul and Savage. In Leia's eyes, the galactic conflict is clear-cut, its combatants arrayed into armies sporting white hats and black hats. Who better to complicate this worldview than an outsider who conceals his nobility beneath a thick layer of cynicism? Or, if you prefer the clothing metaphor, someone who wears a black vest over a white shirt?

Han Solo is far from the

only resident on the fringe. The opposing poles of good and evil are linked by a vast ocean of gray, expressed in shades that range from Han's wisecracking heroism to Cad Bane's cool competence.

What do all these fringers have in common? They're on the playing field but not wearing uniforms. If you watch long enough you'll see a fringer help one side or the other, but only when it helps the bottom line. It's a rare fringer indeed—with Han and Lando the exceptions that prove the rule—who decides to pack it in and join one of the two teams.

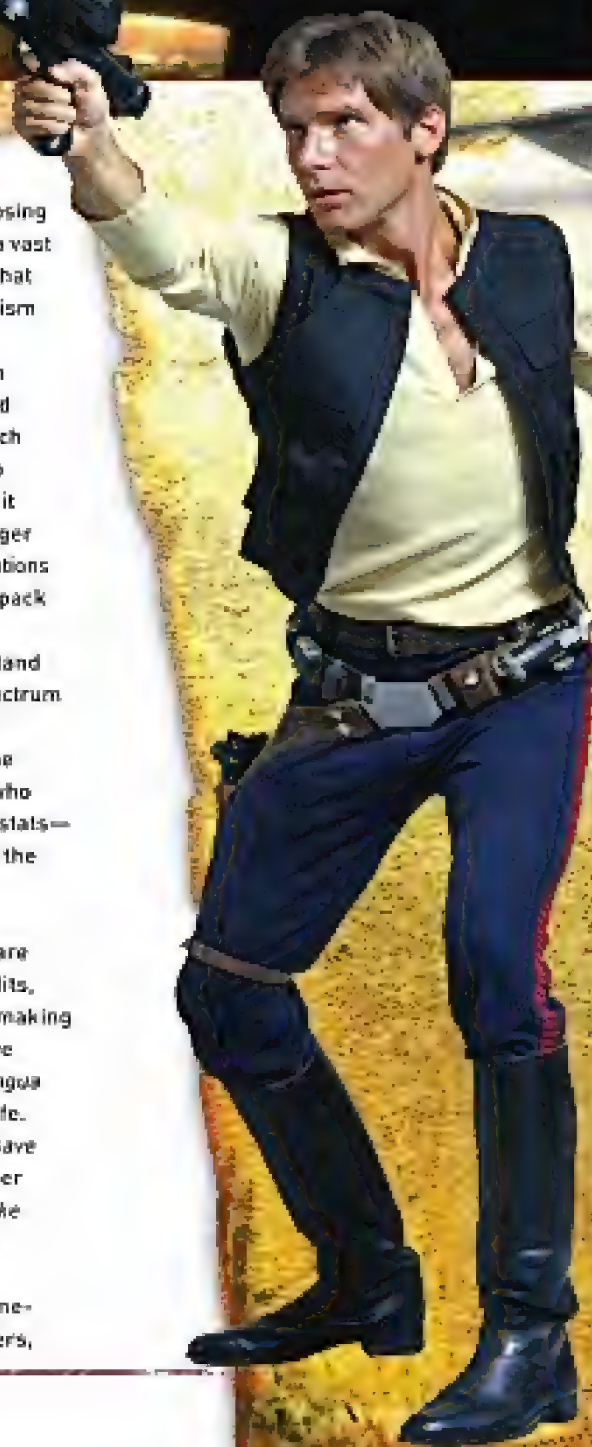
*Dungeons & Dragons* fans understand the urge to classify characters on a spectrum with "good and evil" on one axis and "lawful and chaotic" on the other. The *Star Wars* fringe appeals to anyone who ever rolled a character with neutral stats—the kind of bard who'd agree to fight the owl bear but only if it came with a guaranteed payout of gold pieces.

Most fringers care only about the credits, and it's their deal-making pragmatism that we recognize as the *lingua franca* of modern life. *Not everybody can save the world, the fringer thinks. Why not make some money in the meantime?*

Smugglers, crime-lords, bounty hunters,

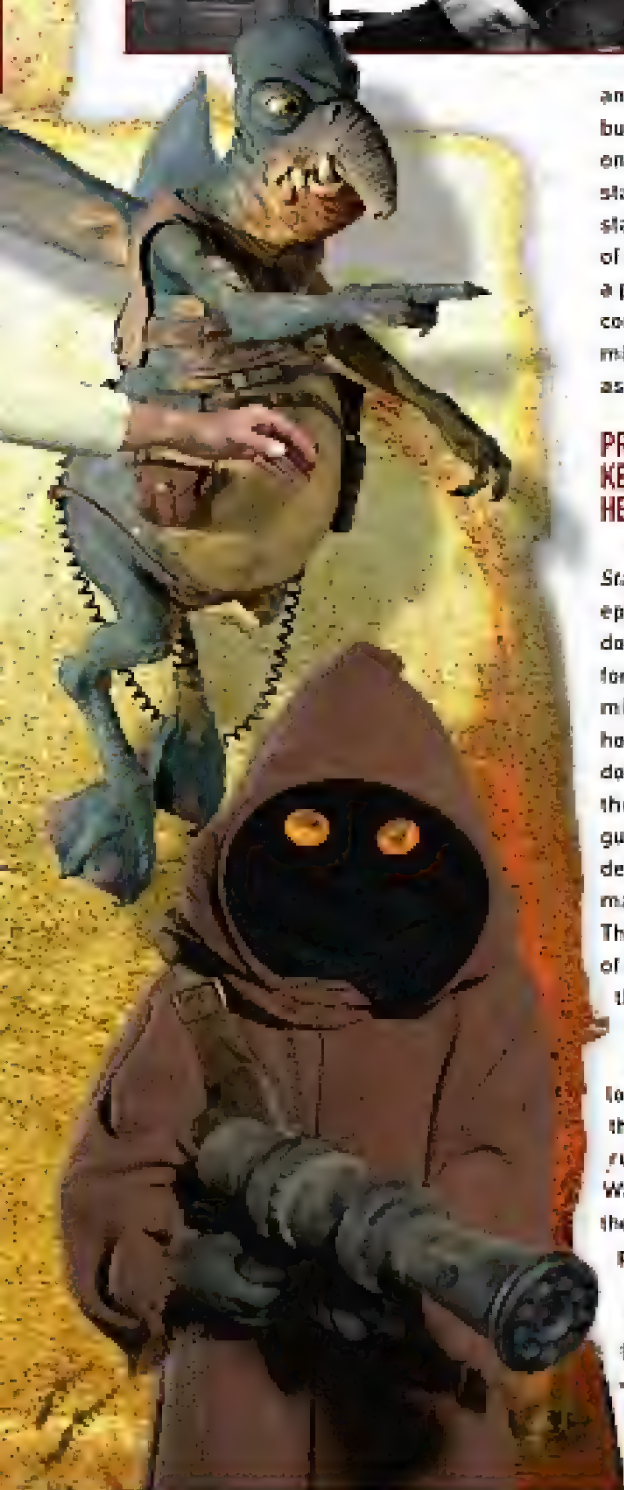


Vilmarh Grahrk





Dengar, Han Solo, Watto, the Jawas, and Boba Fett ain't in it for the revolution—just their own survival in a tough galaxy!



and proprietors of "honest businesses" all agree on one thing—you've got to stay flexible if you want to stay afloat. The principles of life on the fringe make a pretty good code of conduct, if you don't mind being labeled as slightly shady!

### PRINCIPLE #1: KEEP YOUR HEAD DOWN!

The stakes in *Star Wars* are so epic that a simple door-to-door search for a missing droid might result in your house getting burnt down. In a galaxy where the good guys and bad guys fight battles that can depopulate planets, why make yourself a target? The inhabitants of the fringe know that there's money to be made amid the mayhem, just as long as they resist the temptation to run off and enlist. Watto is one of these pragmatists. The pot-bellied Toydarian makes a comfortable living operating a junk shop in Mos Espa

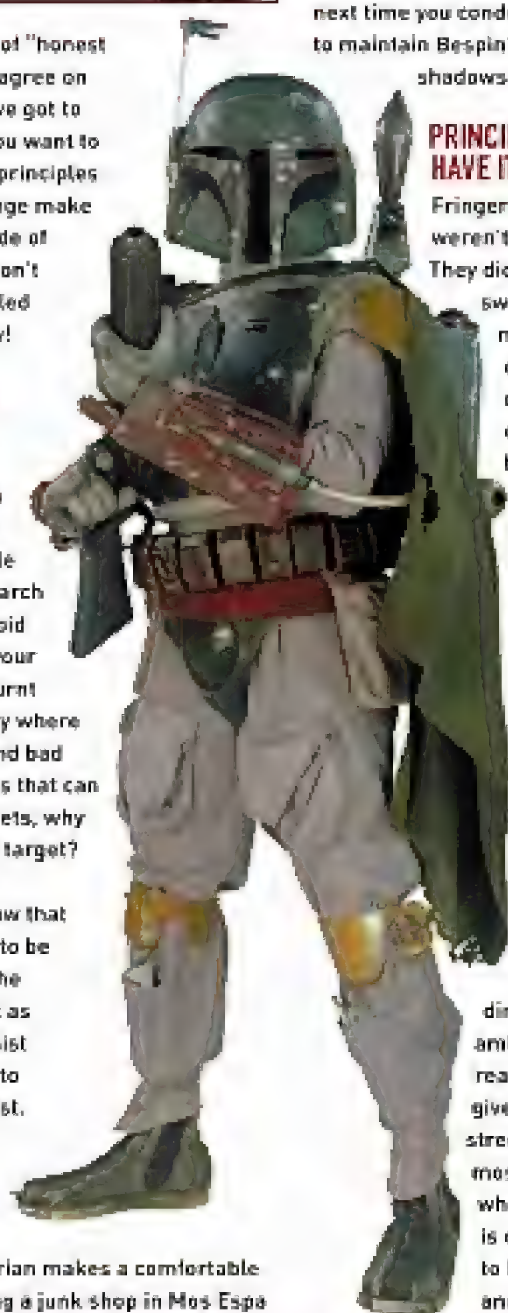
on Tatooine, sufficiently distant from Coruscant's political turmoil that he doesn't even accept Republic currency.

Lando Calrissian is one fringer who tried to take Principle #1 to heart, keeping his head down on Cloud City until Darth Vader announced he was "altering the deal" to bring the outpost's residents under Imperial rule. Some *Star Wars* fans still blame Lando for selling out Han Solo, but as Cloud City's baron administrator, Lando had the unenviable task of protecting five million people. Think of all the Ugnaughts and tibanna gas miners—not to mention Willow Hood, Cloud City's famous Ice Cream Buy—the next time you condemn Lando for trying to maintain Bespin's low profile in the shadows of the fringe.

### PRINCIPLE #2: YOU CAN'T HAVE IT ALL.

Fringers are realists. They weren't adopted into royalty. They didn't receive magic swords from wise old mentors. And they certainly weren't conceived by the midi-chlorians to bring balance to the Force. They're normal people, born without superpowers or silver spoons, who survive by being shrewd.

I'd argue that fringers are the smartest people in the *Star Wars* saga, if you define intelligence as street smarts. Padmé Amidala or Senator Bail Organa would be fine choices if you wanted to hold a state dinner for the Pantoran ambassador, but to dig up real dirt on the Pantorans, give me a smuggler or a street rat any day. Because most fringers don't know where their next paycheck is coming from, they have to be flexible, inventive, and hungry. There's no







Redans and Jawas might not seem to have much in common, but in the *Star Wars* galaxy alliances are often formed in mutual self interest. Below, HK-47 is proof that fringers are not always organic!



Chewbacca, C3PO, Ewoks, and Sugi. Quite the mercenaries in their own separate ways.

tenure on the fringe, and nothing to fall back on if you lose an assignment to a sharper competitor.

Smugglers are the poster children of this mindset. Han and Chewie accept a lot of jobs from Jabba, but at the end of the day they're freelancers. Their "have ship, will travel" lifestyle is the subject of the classic Han Solo novels by Brian Daley, in which Han and Chewie struggle to patch up the *Millennium Falcon* while negotiating fees from clients with names like Big Bunji and Ploovo Two-Far-One.

### PRINCIPLE #3: MONEY MAKES THE WORLD GO AROUND.

In *Star Wars* speak the above song from *Cabaret* might be re-titled "Credits Keep

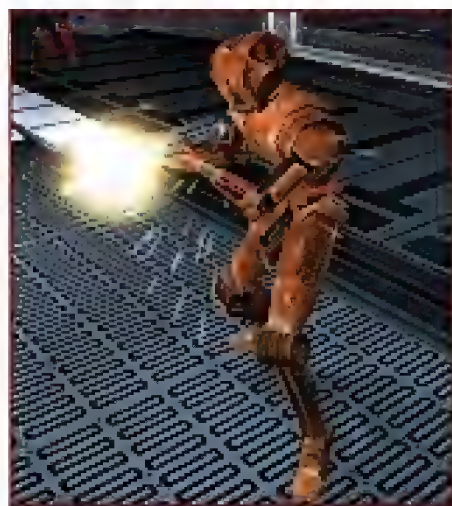
the Galactic Disc Spinning." But the truth remains—while the other factions are motivated by ideology, the thing that unites all fringers is the allure of cold, hard cash.

Loia knew this—remember her "mercenary" comment—and so did Luke, who enticed Han into an armed rescue by promising "more wealth than you can imagine." Selfish? Sure, but it's also a very human motivation, and one that we all understand to some degree. It's why Han's greed gets a big audience laugh, and why we smile when Watto puts the kibosh on a Jedi Master's mind-whammy with the ultimatum, "No money, no parts, no deal."

### PRINCIPLE #4: SOMEBODY'S GOT TO DO IT!

Without the fringers populating the emptiness between good and evil's moral extremes, nothing of consequence would ever get done. Smugglers stay in business because there's a demand, since the Trade Federation's tariffs are choking off supply. Demand probably doubles during wartime and the shipping disruptions it brings, and in the *Star Wars* galaxy "wartime" fills 11 months out of every 12.

With every regime passing new laws,





It's not surprising to see so much outsourcing. Want to go somewhere? Book passage with a smuggler. In need of a cop? Try a bounty hunter. Looking for something dangerous and in violation of Imperial law? Peruse the wares in a Hutt's back alley bazaar. On Tatooine you can take care of all three of these with a single visit to Mos Eisley's seedier section.

In fact, if the fringe were to have a capital it would surely be Tatooine. Here, Hutt crime-lords like Jabba and Gardulla control the upper rungs of the black-market economy, while roving Jawa tribes scavenge everything that falls to the bottom. Their willingness to do whatever

it takes to survive means that the fringers may be the only ones still standing at the end of the latest war.

Bounty hunters deserve a special mention for their role on the fringe. While they're usually grouped with the villains, their "just business" attitude disqualifies them from comparison with true believers like General Grievous or Darth Sidious. If Boba Fett accepts more jobs from the Empire than from the Rebels, it's only because the Empire pays better.

This fact underlies what might be the biggest strategic error of the Clone Wars. If the Republic and the Jedi didn't spend all their time fighting Cad Bane, Asajj Ventress, Embo, and their bounty-hunting comrades, they might realize that they could easily turn their enemies into allies by dipping into the Republic's treasury.

It brings to mind Dark Helmet's line from Mel Brooks' *Spaceballs*: "Now you will see that evil will always triumph, because good is dumb." Fringers see the truth in this, but also recognize that the villains are just as thick-headed. Bound by their own rules, the good guys and bad guys are just as concerned with how a victory occurs as they are with whether a victory occurs at all. By contrast, for fringers the ends always justify the means.

## PRINCIPLE #5: FRINGERS MAKE EVERYTHING BETTER.

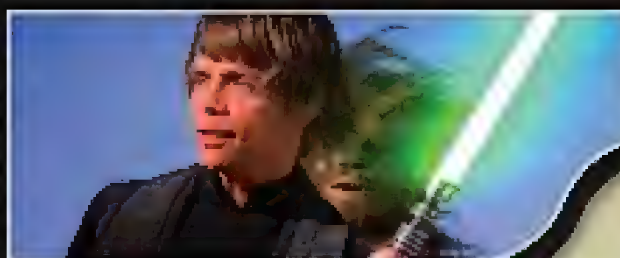
Because the *Star Wars* saga is an epic struggle between good and evil, the action focuses on these combatants almost exclusively. That's why Han "I ain't in this for your revolution" Solo was such a hit in the original trilogy.

Beyond the movies and *The Clone Wars* series, many memorable fringers have starred in the *Star Wars* Expanded Universe. Fast-talking con artists like Marn Hieroglyph and Vilmarh Grahrk have livened up the comics, while games have given us such gray-morality characters as the wickedly funny assassin droid HK-47. In the upcoming massively multiplayer online game *Star Wars: The Old Republic*, players have to pledge their allegiance to either the Republic or the Sith, but can then customize their character with a fringer class like smuggler or bounty hunter.

Hopefully these are signs of a brighter spotlight on fringe characters in the future, for fringers are the only people who can pop up in any era of *Star Wars* history. Every time a Sith Lord blows up a planet, a hundred fringers will be there, trying to make a fast buck by selling the planetary fragments as souvenir paperweights. 







## CLASSIC MOMENT

STAR WARS: EPISODE VI  
RETURN OF THE JEDI  
DVD CHAPTER 12

## ESSENTIAL TRIVIA

There were different variations made of the infamous metal bikini worn by Carrie Fisher as Princess Leia throughout this scene—a metal one lined with leather for scenes with little movement, and rubber versions worn by Fisher and her stunt double Tracy Eddon in the action sequences.



## WHY IT'S A CLASSIC

As this sequence opens, things look pretty desperate for our Rebel heroes. The odds are against them: Leia is chained up as Jabba's slave, C-3PO and R2-D2 are the Hutt gangster's property, and worst of all, Luke, Han, and Chewie face an agonizing death in the jaws of the Sarlacc. Only Lando's presence in disguise as one of the skiff guards and Luke's assurances that he's "taken care of everything" provide a glimmer of hope. Tension builds as our heroes act according to their personalities—Luke has faith in the Force, Han is defiant to the end, C-3PO is nervous, Leia is concerned for her friends, Lando is wily, Chewie is loyal to the end, and R2 is intrepid and overlooked by the enemy—a fatal error on their part. When Luke catches the lightsaber that R2 ejects, ignites it and begins taking down Jabba's henchmen, all with John Williams' soundtrack triumphantly swelling in the background, it's clear that far from suffering from the "delusions of grandeur" Han thought he was, Luke is now truly becoming the Jedi Knight he was destined to be. As the film's title suggests, the Jedi are returning.

### EXT. SARLACC PIT. DAY

The convoy moves up over a huge sand pit. The Sail Barge stops to one side of the depression, as does the escort skiff. But the prisoners' skiff moves out directly over the center and hovers. At the bottom of the deep cone of sand is a repulsive, mucous-lined hole, surrounded by thousands of needle-sharp teeth. This is the SARLACC. A plank is extended from the edge of the prisoners' skiff. Guards release Luke's bonds and shove him out onto the plank above the Sarlacc's mouth.

### INT. SAIL BARGE OBSERVATION DECK

Jabba and Leia are now by the rail, watching. Threepio leans forward and the slobbering villain mumbles something to him. As Threepio steps up to a comlink, Jabba raises his arm and the molley array of intergalactic pirates fall silent. Threepio's



# THE PIT OF CARKOON

## WHAT THEY SAID

"I remember making the sound of Luke bouncing off the edge of the plank by just snapping a ruler on the edge of a desk, a wooden ruler. Something I learned in fifth grade, actually. You know, you can make a great sound by twanging a ruler on the edge of your desk. Of course, you get in trouble with the teacher, as I did, but nonetheless, it provided me with an idea later on for a quick sound effect, when I needed it."

Ben Burtt, sound designer, *Star Wars: Episode VI Return of the Jedi* DVD audio commentary, 2008



## SCRIPT (1983)

## EXPANDED UNIVERSE

In the Expanded Universe, it was revealed that some of Jabba's court actually escaped the destruction of the sail barge *Khefama*, including Jabba's majordomo Bib Fortuna and the Max Rebo Band.

voice is amplified across loudspeakers.

**THREEPIO:** Victims of the almighty Sarlacc. His Excellency hopes that you will die honorably. But should any of you wish to beg for mercy, the great Jabba the Hutt will now listen to your pleas.

### EXT. SKIFF

Han steps forward arrogantly and begins to speak.

**HAN:** Threepio, you tell that slimy piece of....worm-ridden filth he'll get no such pleasure from us. Right?

Chewie growls his agreement.

**LUKE:** Jabba! This is your last chance. Free us or die.

Lando moves unobtrusively along the skiff

as Luke shoots a quick conspiratorial look to him.

### INT. SAIL BARGE OBSERVATION DECK

The assembled monsters rock with mocking laughter as Artoo zips unnoticed up the ramp to the upper deck. Jabba's laughter subsides as he speaks into the comlink.

**JABBA:** (in Huttese subtitled) Move him into position.

Jabba makes a thumbs-down gesture. Leia looks worried.

### EXT. BARGE—UPPER DECK

Artoo appears from below and zips over to the rail facing the pit. Below, in the skiff, Luke is prodded by a guard to the edge of the plank over the gaping

Sarlacc. Luke looks up at Artoo, then gives a jaunty salute: the signal the little droid has been waiting for. A flap opens in Artoo's domed head.

**JABBA:** (in Huttese subtitled) Put him in.

### EXT. SKIFF—PLANK

Luke is prodded and jumps off the plank, to the cheers of the bloodthirsty spectators. But, before anyone can even perceive what is happening, he spins around and grabs the end of the plank by his fingertips. The plank bends wildly from his weight and catapults him skyward. In midair, he does a complete flip and drops down on the end of the plank in the same spot he just vacated, but facing the skiff. He casually extends an open palm and—his lightsaber, which Artoo has sent arcing toward him, drops into his hand.

NEXT TIME: "HELLO, THERE"

WEDNESDAY



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# BLASTER

66 COMICS

## IMPERIAL REVENGE!

KIR KANDS SEEKS LUKE SKYWALKER!

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A look at *Star Wars Blueprints*, *Star Wars Art: Comics*, and *ILM: The Art of Innovation*.

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By the fans, for the fans! This issue it's a Spirit of Fandom special!

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THE LATEST *STAR WARS*  
GEAR YOU'LL WANT IN  
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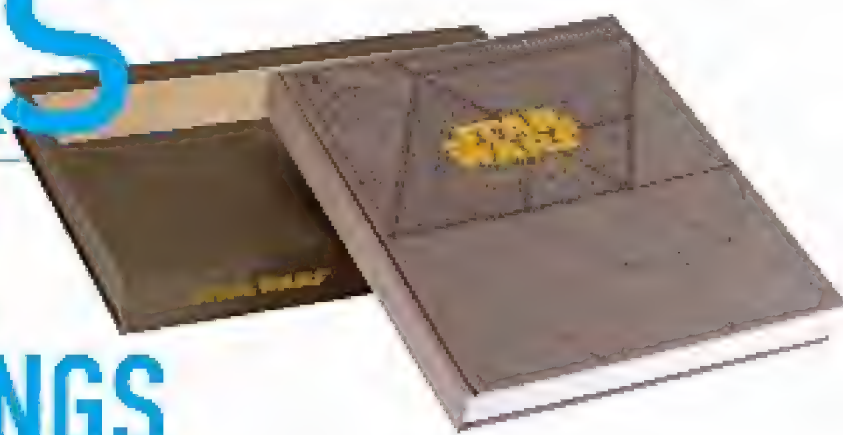


"THERE'S NOTHING LIKE A GOOD BLASTER AT YOUR SIDE, KID."



# BOOKS

## ARTISTIC UNDERPINNINGS



SEE THE DESIGNS THAT BUILT A GALAXY IN *STAR WARS: THE BLUEPRINTS*

**T**he *Star Wars* saga may have emerged from George Lucas' imagination, but it was brought to life through the efforts of hundreds of talented craftspeople. The striking work of Ralph McQuarrie and other concept artists is well-known, but until now there has never been a fitting tribute to those who bridged the gulf between concept and execution—and who sometimes went from concept to finished set on their own.

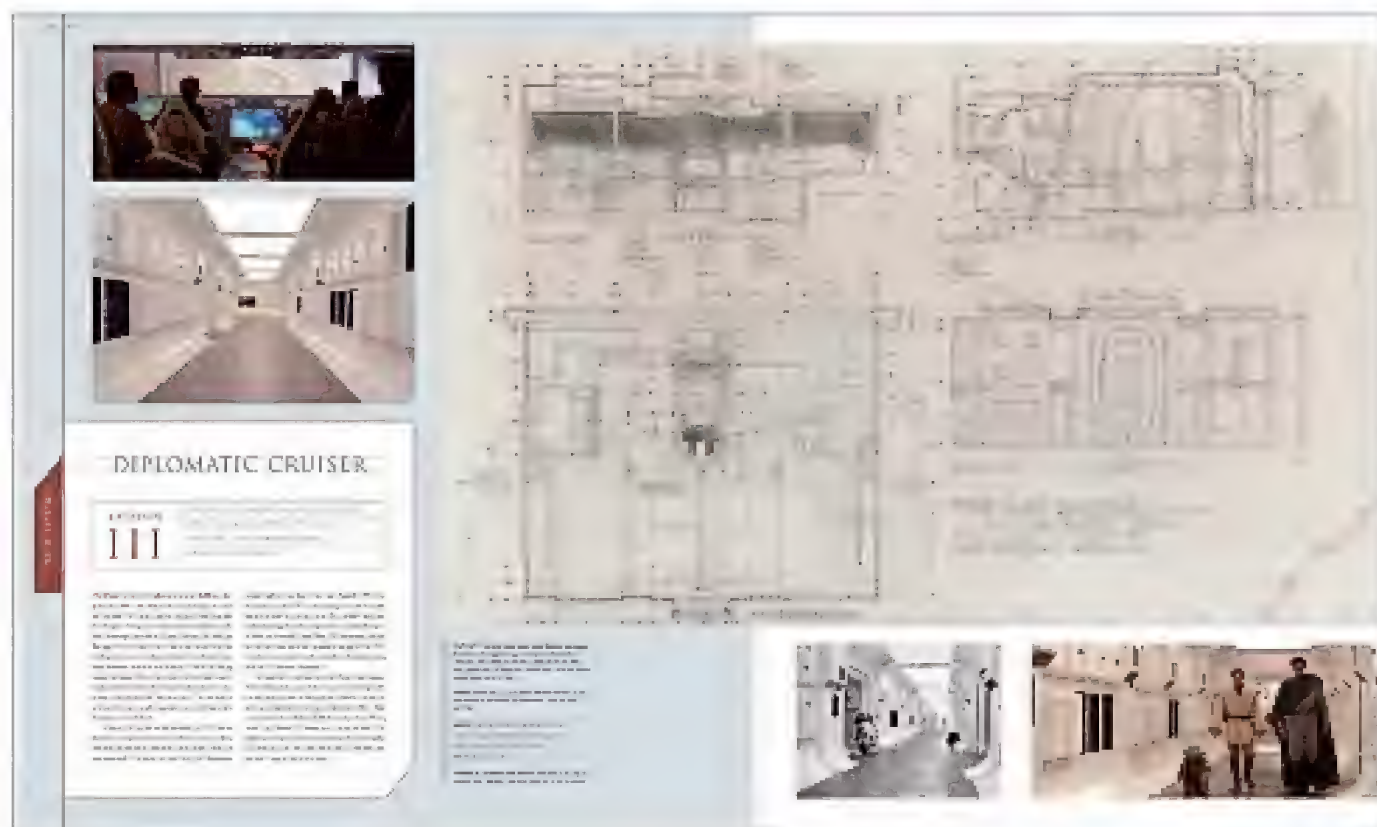
Well, wait no more. *Star Wars: The Blueprints*, an oversized hardcover from Epic Ink, collects the best of the original

blueprints created by the UK production art departments during the making of the six movies, taken straight from the Lucasfilm Archives and reproduced in striking high resolution. Throughout the book, J.W. Rinzler (bestselling author of *The Making of Star Wars* and *The Complete Making of Indiana Jones*) provides insights from the great production designers, set decorators, and draftsmen who worked under deadline pressure to make the otherworldly seem real.

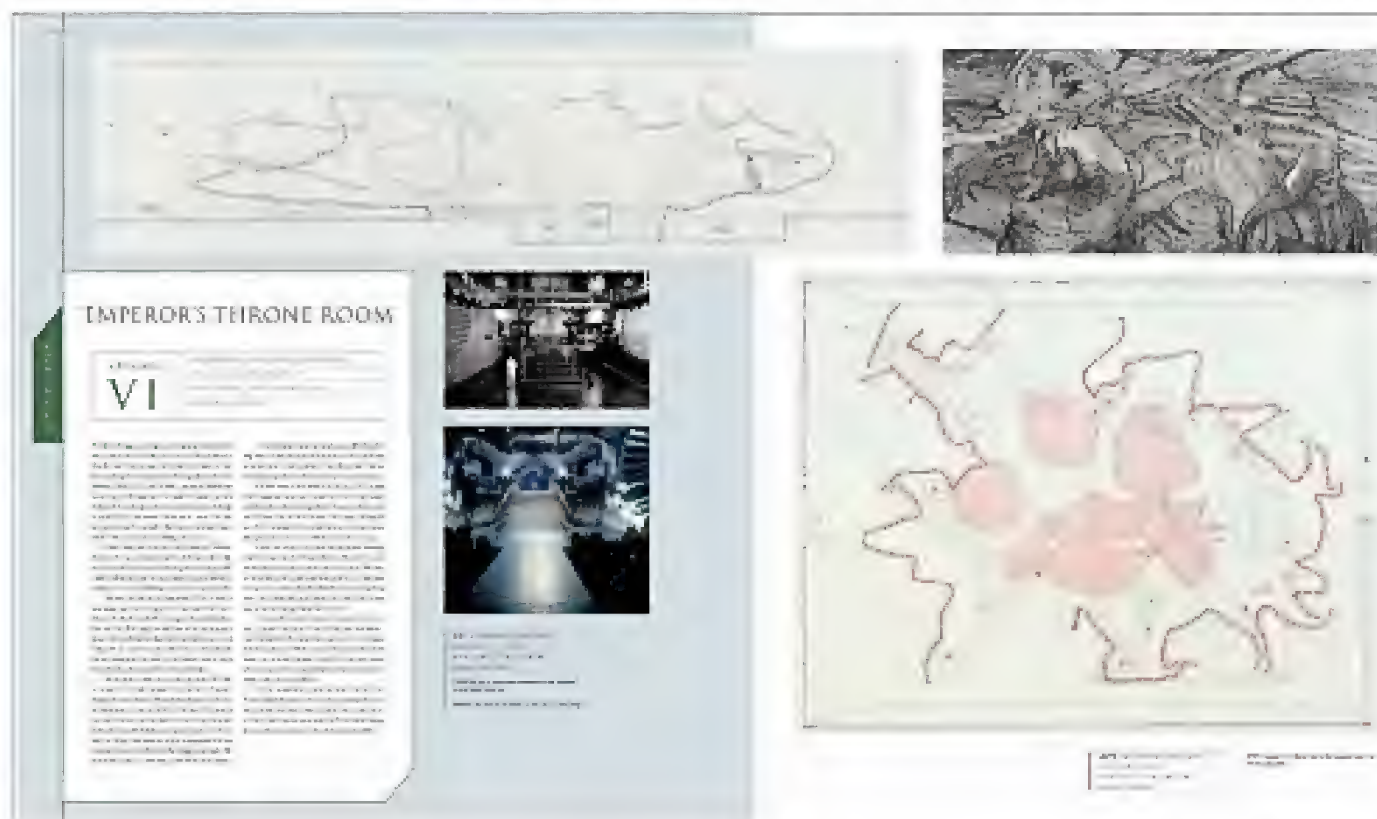
"The blueprint books that have been

published before have been mostly in-universe," explains Rinzler, referring to earlier titles such as DK's *Star Wars Blueprints: Rebel Edition*. "*Star Wars: The Blueprints* is historical, behind-the-scenes material. Most of these blueprints have been sitting in the archives for about 30 years untouched. The book concentrates on the UK production art departments, because they've never really had their moment in the sun."

The talent of these designers is on display on every page. Each blueprint is







presented as an original work of art, and some bear the imperfections of rips and folds present on the original technical drawings. "We didn't try to Photoshop anything to make them look pristine," says Rinzler. "The blueprints themselves are beautiful. We treated them as artifacts."

But *Star Wars: The Blueprints* is much more than a collection of documents. Rinzler interviewed more than a dozen draftsmen, designers, and set dressers involved in the making of the films, including classic trilogy production designer Norman Reynolds, prequel trilogy production designer Gavin Bocquet and his supervising art director

Peter Russell, and set decorator Roger Christian of the original *Star Wars*. The role of these figures in defining the look of *Star Wars* can't be overstated, says Rinzler, who points out that the late production designer John Barry masterminded nearly two-thirds of the sets used in *Star Wars: Episode IV A New Hope*, including such iconic environments as the Death Star's interiors.

The role of production designers hasn't changed much over time, and in fact the use of blueprints, also called technical drawings, has been a cornerstone throughout the decades that unite *A New Hope* and *Revenge of the Sith*. "Some things you just have to do

by hand," explains Rinzler. "Even during the prequels, the designers did the vast majority of the drawings by hand, with only about 10 to 25 percent done using AutoCAD."

"These guys are artists. In addition to their art school training, they need to have a practical understanding of materials. For example, if you shoot with a 40mm lens, then how will your set look? Just to work on a film requires a long apprenticeship, and it was really humbling to talk to experts who were so modest but still had such huge amounts of knowledge and illustrious careers spanning dozens of great films."

Available October 15, *Star Wars: The Blueprints* is limited to 5,000 hand-numbered English-language copies. Of those, 125 copies will be signed by Norman Reynolds, Roger Christian, and art director Les Dilley—the surviving winners of the Academy Award for Best Art Direction

garnered by the first *Star Wars*. The book also features over a hundred never-seen-before photographs of the sets from all six films. For ordering information, visit [www.theblueprintsbook.com](http://www.theblueprintsbook.com). Ordering in the UK can be done via [www.forbiddenplanet.com](http://www.forbiddenplanet.com).





# VISUAL WIZARDS

CELEBRATE 16 YEARS OF MOVIE ENCHANTMENT WITH  
*INDUSTRIAL LIGHT & MAGIC: THE ART OF INNOVATION*



Star Wars: Episode III—Revenge of the Sith

Industrial Light & Magic. That name, a playful mashup of technical know-how and wide-eyed wonder, has become synonymous with outstanding visual effects since George Lucas founded the company in 1975. Starting with its groundbreaking work on the original *Star Wars*, ILM racked up award after award on some of the biggest blockbusters of all time. Two earlier books, *Industrial Light & Magic: The Art of Special Effects* (1988) and *Industrial Light & Magic: Into the Digital Realm* (1998), chronicled the company's output through the mid-1990s. Now a third volume—*Industrial Light & Magic: The Art of Innovation*—finally brings ILM's history to the present day.

"In the 1990s we saw a tectonic shift in the visual effects industry," explains Greg Grusby, ILM's technical publicist. "Computers were becoming increasingly powerful and software applications more sophisticated. It was the beginning of the

golden age of CG visual effects. Far fewer restraints were placed on filmmakers as we entered the age of 'If you can dream it, we can create it.'"

Award-winning documentary media producer Pamela Glintenkamp collected first-hand accounts from 28 current and former ILMers for the book, and also drew upon interviews she conducted previously with 40 ILM staffers for the Lucasfilm History Project. Among those providing their personal perspective are Dennis Muren, John Knoll, Ben Snow, Roger Guyett, Hal Hickel, Rob Coleman, and George Lucas. Glintenkamp, whose documentary projects have been presented at the Metropolitan Museum of Art, agreed to write the book following her creation of an archival company history of Lucasfilm. The interviews she conducted from 2001–2003 for the Lucasfilm History Project convinced her that ILM's story was best told by the

people who saw it all.

"At the outset of this project I suggested that the primary voice of the book should come from the unique community of individuals who work at ILM," Glintenkamp says. "The people who, on a daily basis, are exercising the highest level of creative problem-solving."

ILM's ingenuity can be seen on screen in mega-hits like *Iron Man*, *Transformers*, and *Pirates of the Caribbean*—effects-heavy films for which ILM has received justified praise. But the people of ILM use every opportunity to advance their art. Grusby points to movies such as *Casper*, *Jarhead*, and *Galaxy Quest* to demonstrate that not every film needs to break box-office records to be a platform for innovation. "Each of them pushed the bounds of visual effects in different ways," he says. "And the new book goes into depth on each."

Glintenkamp notes that ILM used baking soda and talcum powder to simulate ice-shrouded Manhattan in *The Day After Tomorrow*, adding, "Even with the astounding digital technology that exists today, ILM still chooses the right tool for the right job."

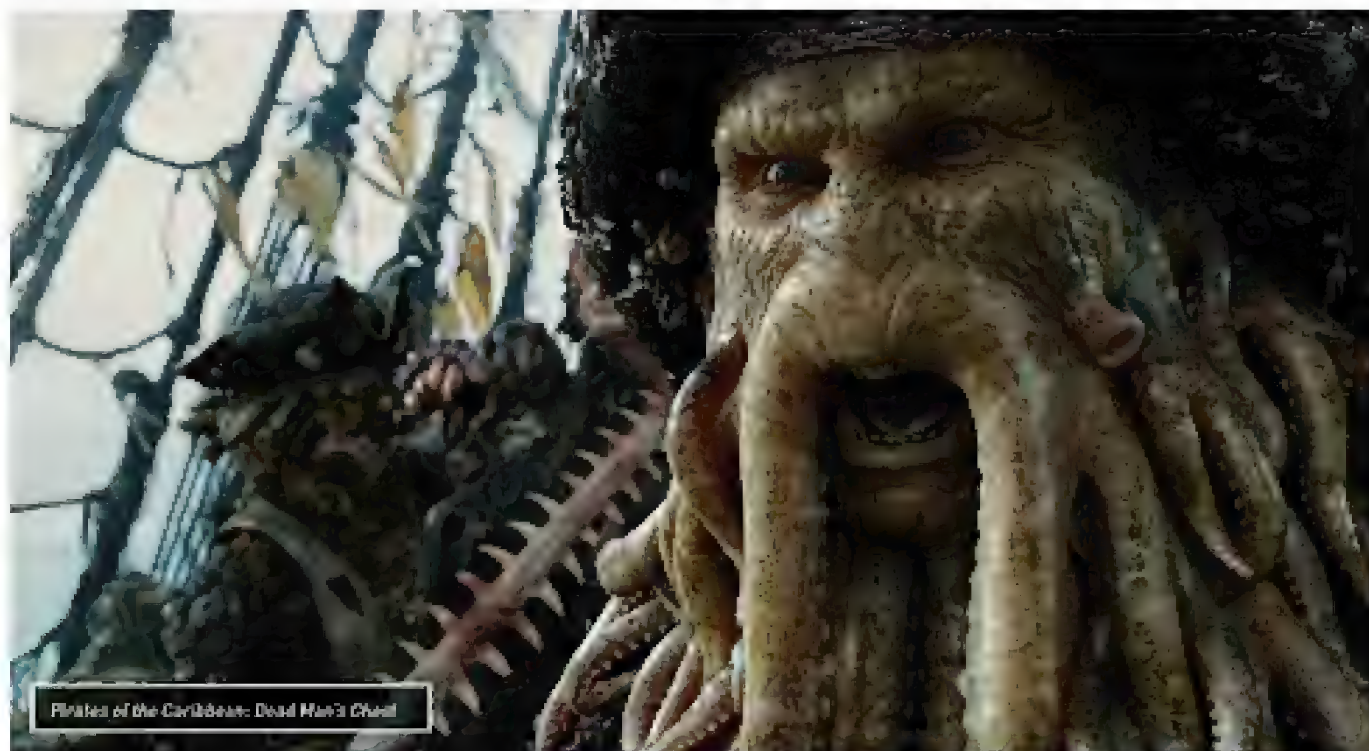


Imocap performance-capture technology in use on *Pirates of the Caribbean: Dead Man's Chest*



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Pirates of the Caribbean: Dead Man's Chest

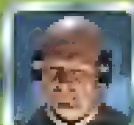
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Iron Man

The late '90s also took ILM back to its roots in a galaxy far, far away with the *Star Wars* prequel trilogy. The *Art of Innovation* puts a spotlight on its technological leaps, such as the HD digital camera systems and the CG character innovations from Jar Jar and Walto, to Yoda, General Grievous, and others.

From the revolutionary on-set previsualization system created for A.I. Artificial Intelligence to the patented mocap performance-capture technology that made its debut on *Pirates of the Caribbean: Dead Man's Chest*, *Industrial Light & Magic: The Art of Innovation* examines all of the key films in its exploration of ILM's modern age. With more than 400 images (many never seen before) and introductions by *Iron Man*'s Jon Favreau and *Pirates*' Gore Verbinski, *Industrial Light & Magic: The Art of Innovation* is available from Abrams November 1.



## ASK LOBOT

As related to  
Leland Y. Chee

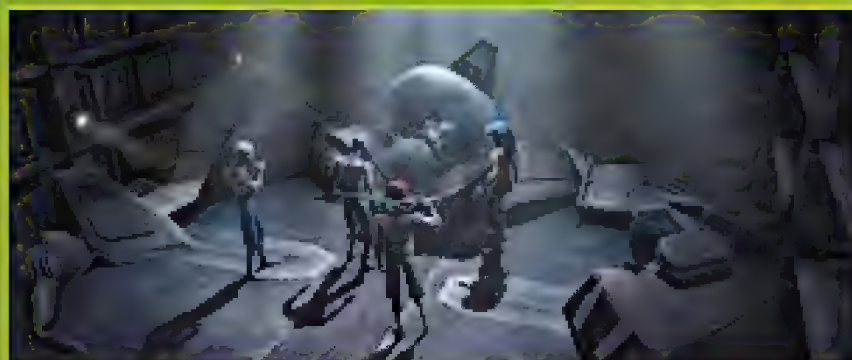
In *The Clone Wars* episode "The Zillo Zanna," Asajj Ventress is joined by a young Jedi. From the *Star Wars* films to *Star Wars: The Clone Wars*, how is Asajj Ventress related to the Jedi?

James Reid via e-mail

Luckily for Asajj, the GS-100 salvage ship requires only a skeleton crew of one (salvager Gha Nachkt) was flying solo when he picked up RZ-D2. Without any need for Ratch and his crew of seedy Weequay pirates to help pilot the ship, Asajj doesn't hesitate to kill them before they have the chance to reveal their intentions. Considering Ventress' past,



her hatred towards pirates is quite clear, since they were responsible for the deaths of both her foster father, the Siniteen mobster, Hal'Sted, and her original Master, the Jedi Ky Narec. This seething hatred of pirates amplified Asajj's power in the dark side of the Force enabling her to force-choke Ratch's men, killing them all in an instant, simultaneously. Perhaps Asajj had indeed become too powerful, as Darth Sidious feared.





# WORK OF THE MASTERS

STAR WARS ART: COMICS PRESENTS THE VERY BEST OF SEQUENTIAL STORYTELLING

cover art: Dave Dorman



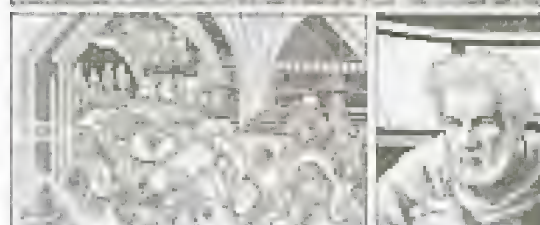
Comics and motion pictures came of age in the 20th Century, and George Lucas couldn't have created his space epic without both of them. The artistry on display in comic strips such as Alex Raymond's *Flash Gordon* fueled the space fantasy fun of *Star Wars*, which immediately returned the favor by lending its own characters to newspapers and comic books drawn by such masters as Al Williamson and Howard Chaykin.

*Star Wars Art: Comics* aims to give this body of work the recognition it deserves when it arrives in stores this fall. "We really wanted to raise people's consciousness about the artistic quality of comic book art," explains Lucasfilm's

executive editor J.W. Rinzler, who assembled the hardcover collection under the direction of George Lucas. "We wanted to treat it as fine art from great sequential storytellers. George has often said that if you put comic book art in a museum, it will be as good as a lot of modern art and as good as the work of the great figure artists from earlier eras."

Because *Star Wars* comics have been published since the 1970s, *Star Wars Art: Comics* provided an opportunity to spotlight the best work from multiple decades. Between the covers are works by artists including Williamson, Chaykin, Adam Hughes, Sergio Aragones, Carlos Garzon, Dave Cockrum, Bill Sienkiewicz, Hiromoto-SIN-ichi, and Dave Dorman.

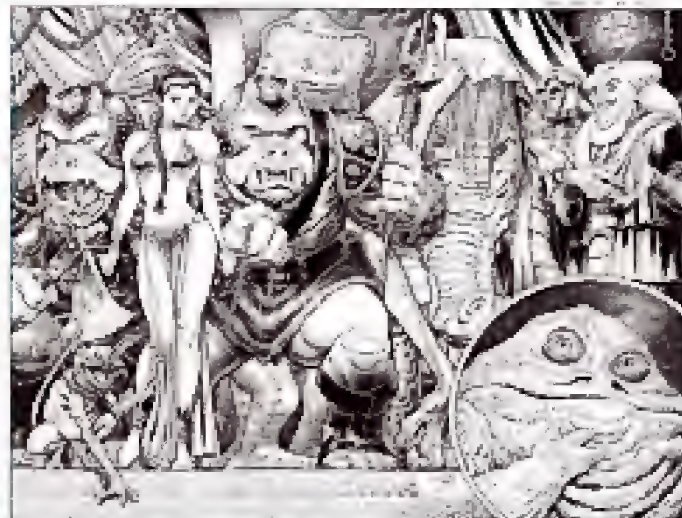
The project called for iconic illustrations with no word balloons to interfere with the visuals, so Rinzler and publisher Abrams Books cast a wide net to secure original artwork. "We got in contact with Al Williamson's widow who helped us get some of his art together," Rinzler says. "We contacted collectors to get early



Pencilers: Doug Mheally

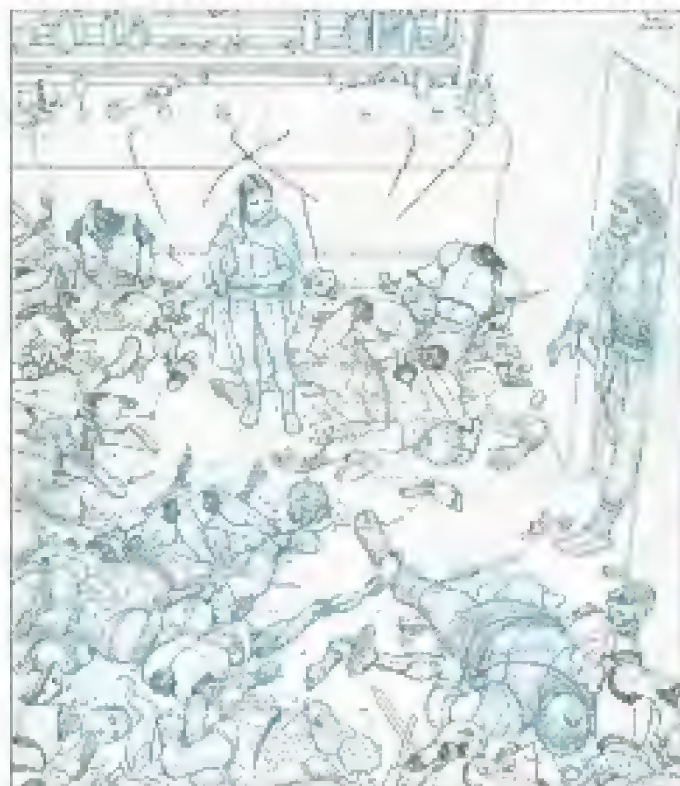
Marvel pieces. And of course George has a large collection from the Dark Horse Comics era, and he went through his own collection. George said yes or no to every piece under consideration, so it really is a collection of his personal favorites."

In addition, more than 20 top artists—



Arthur Adams





Frank Quitely

including John Cassaday, Amanda Conner, Mike Mignola, Tim Sale, Frank Quitely, Joe Kubert, Sam Kieth, Paul Pope, Jeff Smith, George Pérez, and Jim Steranko—contributed all-new works for the project. Says Rinzler, “It was an eclectic, idiosyncratic mix that included some really wonderful pieces.”

Featuring introductions by legendary comics writer/editor Dennis O’Neil and Smithsonian American Art Museum senior curator Virginia Mecklenburg, *Star Wars Art: Comics* will be available in October.

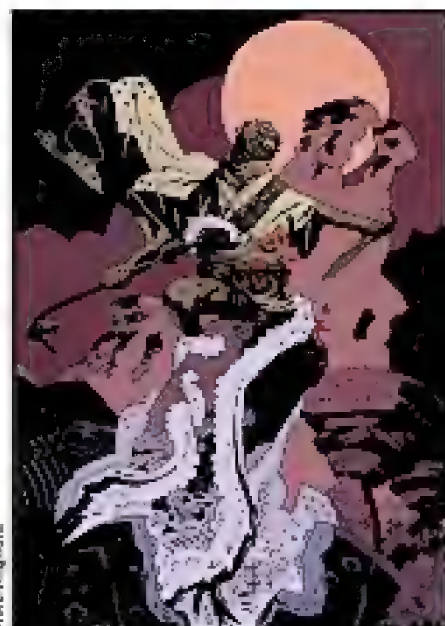
Collectors may want to seek out the 500 limited-edition copies, which will come with additional artwork and signed prints by Sam Kieth, Dave Dorman, Frank Quitely, Mike Mignola, and Ryan Sook.

*Star Wars Art: Comics* is the second in what is planned as a five-volume series of art books—although Rinzler is keeping mum on the details of the third installment, which is scheduled for Fall of 2012.

“George wanted to start a series which we’re calling *Star Wars Art*,” he says. “The first was *Star Wars Art: Visions* [released in

2010], which featured entirely original art. *Star Wars Art: Comics* is the second. I’m not at liberty yet to say what the next one will be.”

Keep reading *Star Wars Insider* for more information!



Mike Mignola



Paul Pope



# COMICS

## REVENGE, SERVED RED

KIR KANOS SETTLES OLD SCORES IN *CRIMSON EMPIRE III*

WORDS: DANIEL WALLACE

**T**he first *Crimson Empire* comic book series appeared in 1997, and its sequel hit in 1998. The popular saga chronicled ex-Imperial Guard Kir Kanos in a post-Empire galaxy, and seemed poised for a wrap-up series. As it turned out, however, *Crimson Empire III* would remain on ice for over a decade. The wait is now over, but what's behind the surprise timing, and what can fans expect in the finale?

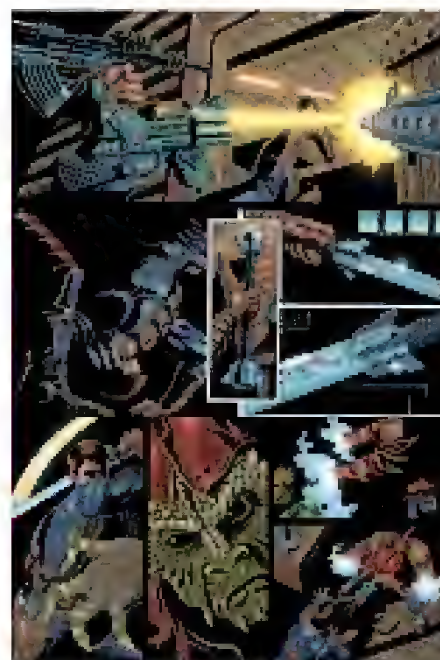
"Back in 1996, then-editor Ryder Windham, Dark Horse founder Mike Richardson, and myself were having a drink and talking about where we should go with the *Star Wars* license," explains Dark Horse editor Randy

Stradley, co-writer (with Richardson) of *Crimson Empire* and *Crimson Empire II*. "I brought up a story that I had pitched to Marvel 13 years previously about a group of Imperial Guards trying to take revenge on Luke. We made some tweaks, boiled it down to one surviving Imperial Guard, and began looking for ways to fit it into the new continuity. My plan was that it would be a two-part story, with the second part detailing Kir Kanos' attempt to get revenge on Luke, Leia, and Han."

The story evolved through rewrites until it became clear that pitting Kanos against the heroes of the classic movie trilogy would need to be postponed until part three. "When Mike wrote the outline for *Crimson Empire II* he introduced a lot of new elements, including Nom Anor and the idea that he was a vanguard for an invasion from another galaxy. All of that went on to spawn the Yuuzhan Vong invasion and the *New Jedi Order* novel series.

"It's not unusual for stories to change and take off in unexpected directions, especially when working with collaborators. By the end of it, I no longer saw a way to tell the story I had originally envisioned, and felt that *Crimson Empire III* was a thing that would never be."

Mike Richardson, however, didn't feel the same, and the idea continued to gestate in his mind. When he and Stradley couldn't find time to collaborate on the project, Stradley



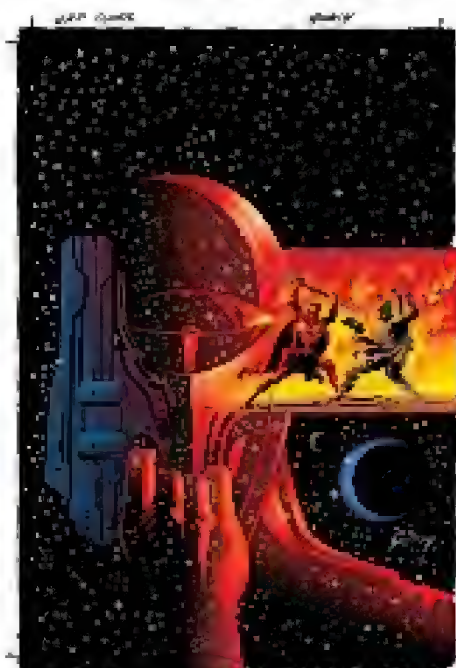
Artist: Paul Gulacy

suggested bringing in another writer. "Originally, Mike agreed, but then he changed his mind," says Stradley. "As a byproduct of that false start, we now have the *Star Wars Invasion* series by writer Tom Taylor and artist Colin Wilson."

Eventually, with Stradley just coming off the writing duties for *Aliens vs. Predator: Three World War* and not up for another long assignment working with familiar characters, *Crimson Empire III* took its final form under Richardson's direction. "I offered a few ideas, but overall the story is his," explains Stradley. "While my original story will never be told, Mike has managed to find a way to



Artist: Dave Bowman



Cover art: Paul Gulacy







# INCOMING

THE LATEST *STAR WARS* GEAR FOR YOUR COLLECTION!

WORDS: CHRIS SPITALE

## DISNEY

### *Star Wars Muppets Action Figures*

In 2008, Disney released a *Star Wars* Muppets figure set featuring six different characters. Now for the first time, Disney will release fully articulated action figure two-packs. These figures are based on classic *Star Wars* and Muppets characters. The sets include Kermit and Miss Piggy as Luke Skywalker and Princess Leia; Link Hogthrob and Fozzie Bear as Han Solo and Chewbacca; Sam the Eagle and Gonzo as Obi-Wan Kenobi and Darth Vader with a Camilla Stormtrooper; and Beaker and Dr. Bunsen Honeydew as C-3PO and R2-D2. Each two-pack is priced at \$18.95, and they'll go on sale in November 2011.



### *Starspeeder 1000 Vehicle Playset*

To celebrate the reimagined *Star Tours* attraction, Disney will be releasing a large-scale Starspeeder 1000 playset. This Starspeeder is loaded with such features as 10 functioning passenger doors, pop-out laser cannons, removable roof, changeable destination screens, removable R2-D2, I-360 Camera Droid, and authentic lights and sounds from the attraction itself. The Starspeeder can hold up to nine standard action figures, plus the pilot Ace or C-3PO. Action Figures are sold separately. The retail price of the playset is \$54.95 and it will be available in December 2011.





**Disney Star Wars Action Figures: Series 5**  
During the Clone Wars, there are heroes, villains, bounty hunters and even scavengers. Series five of the *Star Wars* Disney figures is based on these characters. This series features Goofy as Cad Bane; Daisy Duck as Aurra Sing; Donald Duck as Commander Cody; Stitch as General Grievous; and Huey, Dewey, & Louie as Jawas. Retail price is \$8.95 each, and they'll be on sale in November 2011.



## CARTAMUNDI

### 3-D Playing Cards In a Collectible Tin

The first ever deck of *Star Wars* playing cards to feature 3-D lenticular artwork on the card faces is now available at Wal-Mart, Target, Toys 'R' Us, and other retailers. The deck features 27 favorite characters from the *Star Wars* saga. These 3-D lenticular cards are created on extra-durable plastic card stock. The deck comes in a collectible, embossed tin that features the *Star Wars* logo.



## HALLMARK

### Astromech Droid Two-Pack

Hallmark introduces its first New York Comic Con exclusive—a *Star Wars* two-pack of astromech droids limited to 1,000 units. The two-pack features R2-Q5—the Imperial spy droid assigned to the Death Star—and Wedge Antilles' X-wing starfighter droid, R2-A3.





## ATTAKUS



### Commander Thire (After Battle)

The last line of defense against the invading droid forces on Coruscant, and the first line of offense against the Jedi when raiding the Jedi Temple, Commander Thire stands quietly at ease in the latest 1/10-scale statue from Attakus. It's available in November.



### Commander Bly (Gunning Down Jedi)

Aiming his sights on Jedi Master Aayla Secura, Clone Commander Bly is captured in 1/10 scale during the execution of Order 66 on Felucia. Limited to 1,500 pieces, this statue is available in November.

## HASBRO

### Death Star Trench Run Vehicle Set

This November, fans will have the ability to re-enact a classic *Star Wars* battle with the Death Star Trench Run set. It includes key figures and vehicles from the moment when Luke Skywalker uses the Force to destroy the Death Star.

The Luke Skywalker figure comes with his own lightsaber for taking the battle to the ground, as does the Darth Vader figure.

The detailed TIE fighter has firing missiles and extendable cannons, while the X-wing fighter comes with retractable landing gear and a hidden torpedo launcher. The fantasy illustrations on the side panels of the package are in tribute to the original Ralph McQuarrie trench run concept art for *A New Hope*.





**Star Wars: The Clone Wars Ultimate Gift Set**  
Also on store shelves in November is the ultimate Clone Wars gift set, based on the hit animated series. This special multi-pack includes fully articulated action figures of Jedi Knight Anakin Skywalker, Sith Lord Count Dooku, Clone Captain Rex, a battle droid, and a super battle droid.



**Prototype Armor Boba Fett Mailaway**  
Collect five UPC codes from the back of individually carded Hasbro action figures to mail away for an exclusive Prototype Armor Boba Fett! This unique black and white costume was first seen in 1978 for a screen test, and has become legendary.



#### **Revenge of the Jedi Vintage-Style Carded Figures**

Originally debuting in Death Star packaging at the 2011 San Diego Comic-Con International, this collection of 12 figures makes it to retail in October in single-carded assortments with *Return of the Jedi*'s original working title, *Revenge of the Jedi*. Figures in the wave include Darth Vader, Admiral Ackbar, Jedi Knight Luke Skywalker, B-wing pilot Keyan Farlander, Stormtrooper, Slave Leia, Wicket W. Warrick, R2-D2 with lightsaber and drink tray, Rebel commando, Boba Fett, TIE fighter pilot, Han Solo in trench coat, and Bastila Shan (the EU-fans choice figure). The figures will be available in October.



#### **Star Wars Transformers Darth Vader To Star Destroyer**

On shelves in October is a new four-modes-in-one Darth Vader to Star Destroyer Transformer. Vader can be transformed into Anakin Skywalker, a Republic Attack Cruiser, or a Star Destroyer. The toy features electronic lights and sounds that change according to mode.



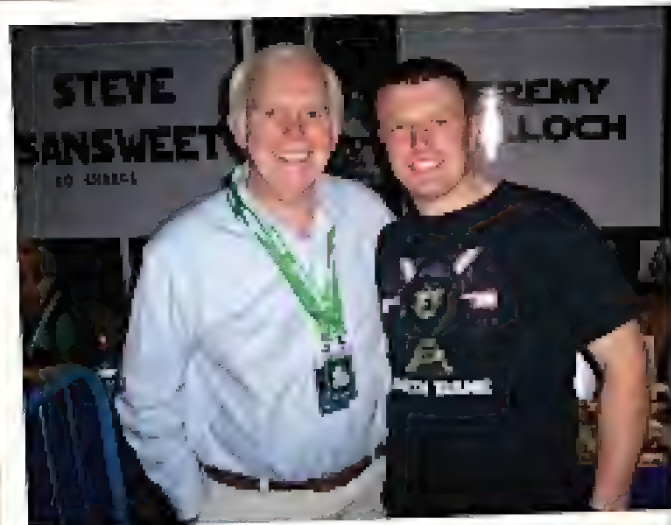


# BOUNTY HUNTERS BOUNTY WINNER!



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## EMERALD CITY!

I'm a huge Star Wars fan and I recently went to the Emerald Garrison Star Wars convention in Dublin, Ireland. There were plenty of excellent costumes on display, and the staff were fantastic. Jeremy Bulloch (Boba Fett), Julian Glover (General Veers), and Michael Kingma (Tarful) were all in a brilliant party mood when I met them, as you can see from my pictures. Hope you like them!  
Anthony Bogle, County Tyrone, Northern Ireland

## GOT IT COVERED!

My family and I attended the last Star Wars Weekends at Disney and had a fantastic time. We got to see Peter Mayhew (Chewbacca) for the first time in years, and he was just as gracious as I remembered. We also met Ashley Eckstein (Ahsoka Tano), who was as sweet as always, especially to my daughter. They both signed my copy of *Star Wars Insider*, so thanks for the special Chewbacca and Ahsoka cover!  
Fred Schlenker, Orlando, Florida

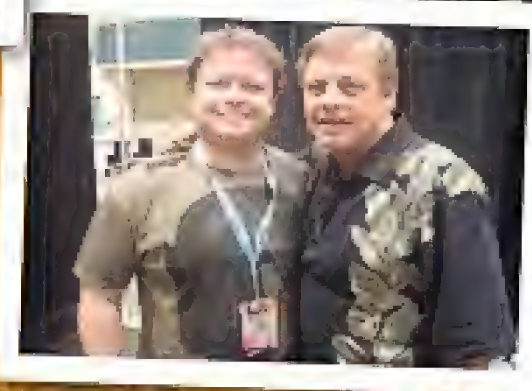
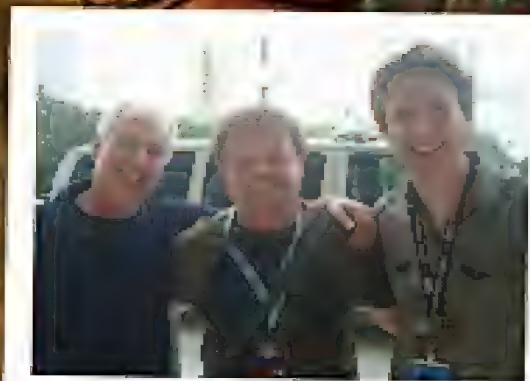




## THE FORCE IS STRONG WITH THIS ONE!

Last year was a great year of Star Wars excitement for residents of the Central Florida area. First, at Star Wars Weekends I had the opportunity to meet Billy Dee Williams (Lando Calrissian). It was great to have him at the yearly event at Disney's Hollywood Studios! Celebration V was such a great time, and one of the real highlights for me was running into Matthew Wood and Ben Burtt outside the convention center. Matt has always been great to the fans and I, along with many other fans, were happy to see Ben Burtt come out and share stories, experiences, and to sign autographs for everyone. My best Celebration V experience, however, was meeting Mark Hamill (Luke Skywalker). Like many young men of my generation, we followed his adventures through the movies and to finally meet him capped off what was a grand experience at Celebration V!

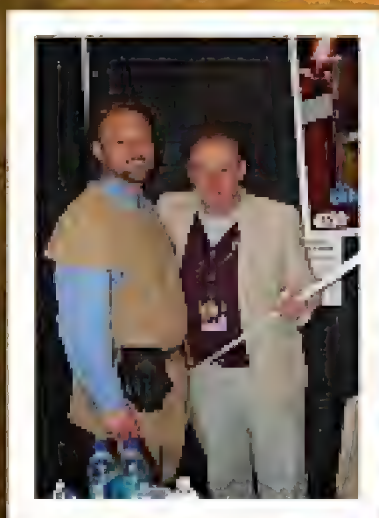
Michael McLain, Orlando, Florida



## AN OFFICER AND A GENTLEMAN!

I had a wonderful time at Celebration V! At first I wasn't planning on going, until I saw that Dermot Crowley (General Crix Madine) was going to be there. As you can see from the picture, I am a big fan of General Madine. He was very nice, and it was such a honor to meet him. He signed my picture: "From one Crix to another!"

Thomas Turner,  
Crest Hill, Illinois



## CAN YOU GO ONE BETTER?

DO YOU KNOW NATALIE PORTMAN? ARE YOU FRIENDS WITH FRANK OZ? MAYBE YOU'VE ARM-WRESTLED AHMED BEST? WE WANT TO SEE! SEND PHOTOS OF YOUR ENCOUNTERS WITH THE STARS OF STAR WARS TO: *BOUNTY HUNTERS*, *STAR WARS INSIDER* VIA THE CONTACT DETAILS ON PAGE 3 OR EMAIL US AT [STARWARSINSIDER@TITANEMAIL.COM](mailto:STARWARSINSIDER@TITANEMAIL.COM)

## HUNTED DOWN!

Last fall, my family and I went to the Wizard World Chicago con and came upon the booth hosted by Sandtroopers.com, where they were holding a Star Wars trivia contest. I entered along with a few other fans, and the game was about to begin when two more contestants joined in. Surprisingly, the two late entries were Jonny Fairplay from TV's *Survivor* and Daniel Logan (Young Boba Fett). The contest started, and if you got the question right you went on to the next round, but if you were incorrect, you were out. It went that way for a couple of rounds and then Daniel Logan missed one, so he was out. He watched the rest of the contest, and was surprised to see how much I and another fan knew. Finally it came down to just the two of us and they



were out of time, so we were declared joint winners. Daniel Logan was very impressed that someone of my age knew so much, and called me his little *Star Wars Encyclopedia*. We were given prizes and sent on our way, but not before Daniel had left. In all the excitement, I realized I hadn't asked for his autograph, so I caught up to him and got a great picture, plus an autograph that I will treasure forever.

Danny Bamberg,  
Lake Villa, Illinois





VOL  
130

# BANTHA TRACKS

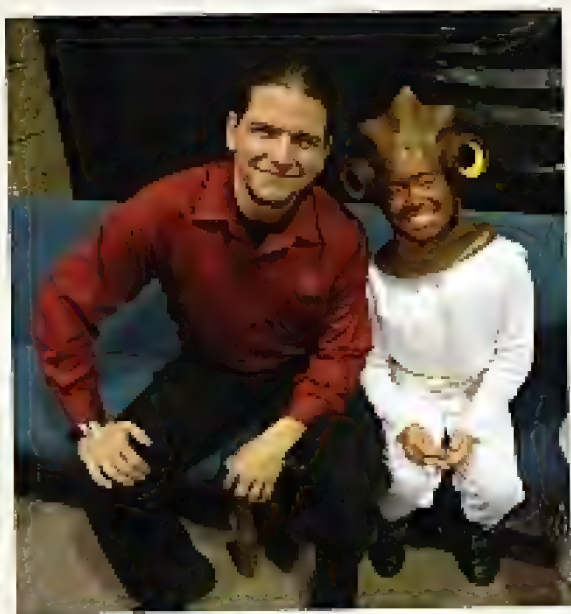
BY THE FANS  
FOR THE FANS

## SPIRIT OF FANDOM

Each year at the Star Wars Fan Movie Challenge, Lucasfilm and Atom.com give out a trophy called the "Spirit of Fandom" for the movie that most accurately captures the passion of a devoted Star Wars fan. In compiling these particular submissions for *Bantha Tracks*, we are reminded of that enduring spirit and enthusiasm that transcends both generations and galaxies.

### STAR WARS: MUSICAL EDITION ROCKS ORANGE COUNTY

One of the writers of *Star Wars: Musical Edition*, Raquel Shindler, was in attendance at the Saturday show. Shindler is pictured here with a young performer portraying Admiral Ackbar.



Performing and photographed by Jennifer Flynn



Theatergoers in Costa Mesa, California were transported to the galaxy far, far away with a production of *Star Wars: Musical Edition—Return of the Jedi* by the Arts and Learning Conservatory. The non-profit children's theater brought the final chapter of the *Star Wars* saga to new heights, singing versions of classic Broadway tunes, including "When You're Good to Jabba" and "Trilogy Tonight."



The performers ranged in age from 8 to 16 years. Accompanying the stage production was a talented ensemble of young instrumentalists, led by their lightsaber-wielding conductor. Having previously produced musical editions of *A New Hope* and *The Empire Strikes Back*, the Arts and Learning Conservatory used the *Return of the Jedi* musical to highlight a gala fundraising event for their program to develop theater skills among children of all ages and backgrounds.







"Disney Star Wars Weekends was a blast!" writes Lillian Skye. "My dad, Jason Dennison, took this picture of the AT-AT, which was against the eerie Ender sky, looming above the new Star Tours: The Adventures Continue."



Members of the Great Lakes Garrison of the 501st Legion, ↑ and the Great Lakes Base of the Rebel Legion were special guests of the Food Network to help celebrate the wrap of their hit show *Ice Brigade*. The costumed fans had been part of an episode in which the team built a life-sized Han Solo in carbonite, & to *The Empire Strikes Back*, out of ice. The event included props from the show and ice sculptures, including a special sculpture that showcased "Piggy," the Garrison's Gamorrean mascot. Photos by Mike Sheldon. Thanks to Jon Leopold, Great Lakes Garrison.



↖ More than 3,000 attendees enjoyed the Rancho Cucamonga (California) Library Star Wars Day, which featured Star Wars entertainment, events, artists, and a day to remember for all. Thanks to Allen Galfaci.



↖ Seven-year-old Harrison Savchuk of Goshen, Indiana is surrounded by some of his Star Wars vehicles. "Star Wars has been a great learning tool in developing Harrison's language skills, in understanding human nature, in understanding government, and memorizing lines," writes his father, Brent Savchuk. "After several viewings of both the first and second trilogies, Harrison came to an understanding of what makes Emperor Palpatine so evil. At five, this was quite a revelation in understanding not only the storyline of Star Wars, but of the duality of humanity." Thanks to Brent Savchuk and Eric Siebenick.

→ To the thousands of onlookers lining the streets at Disney's Hollywood Studios during the opening weekend of the 2011 Star Wars Weekends, the Imperial leading the parade might have looked familiar. Familiar, but they might not have readily identified Steve Sansweet, Star Wars collector, author, and fan extraordinaire, marching in his gray Imperial Crew uniform.

"Showing up earlier than most of the garrison, Steve set up his spot in tent city as the temperatures rose," writes Rob Sarnes of the Florida Garrison of the 501st Legion. "He donned his gray uniform and prepared for the day's event."

Nearly 200 costumed members of the garrison and visitors from out-of-state helped launch the reopening of Star Tours: The Adventures Continue. The original Star Tours attraction, which had been popular with Disney guests since the late 1980s, was closed last year to be re-imagined as a multi-adventure 3D-simulator attraction.



Thanks to Rob Sarnes





TRACKS:

Members of the Jedi Order united in the Force to entertain the crowds as they marched in the Kobe parade in Japan. The group performed several different productions during the course of the three-quarters of a mile (1.2 kilometer) parade, and were very popular. Thanks to Okitsugu Kado.

"Some of the things about the Star Wars movies that have inspired and thrilled me are the many different special effects," writes Ben Rawlinson of Wales, U.K. "The sequence involving the AT-AT walkers in *The Empire Strikes Back* is one of my favorite scenes." Rawlinson built and painted an AT-AT model but didn't stop there: he also created an entire Hoth environment that included baking soda for snow and emulsion paints in the backdrop.



On May 7, members of the New England Garrison of the 501st Legion and the Alderaan Base of the Rebel Legion helped kick off of DK Publishing's "Star Wars: Attack of the Authors" tour in southern New England. Many kids attended the events in Star Wars costumes and T-shirts and took photos with the costumed Legion members. *Star Wars* author Ryder Windham signed books, presented a slideshow on the process of creating a *Star Wars* book, and shared never-before-seen illustrations and unreleased cover art. Additionally, on Free Comic Book Day, Windham passed out copies of his self-penned *Star Wars* comic release.

"Thanks to DK Publishing, Knight Memorial Library, Burtonwood Books, and especially Ryder Windham for inviting us to these events!" writes Erich Slater public relations officer for both the Imperials and the Rebels.

Photos contributed by Roger Buchs, Joliet Public Library, from a *Star Wars* celebration championing reading and the use of the library.



# SUBMISSION GUIDELINES

Any original art, envelope art, comics, illustrations, news, stories, meeting information, or any materials voluntarily submitted become the property of *Bantha Tracks*. No compensation will be given for voluntary submissions, and there is no guarantee of publication. Submissions to *Bantha Tracks* will not be returned.

Each submission must include the creator's name, age, contact information, date the work was created, and a statement that the work is original, and created by the person submitting it.

Send electronic files to [banthatracks@starwars.com](mailto:banthatracks@starwars.com), or send your snail mail to *Bantha Tracks*, c/o Mary Franklin, P.O. Box 27901, San Francisco, CA 94127





During the Star Wars exhibition in Örebro, Sweden, I had a great meeting with both R2-D2 operator Don Bies and actor Anthony Daniels, who were attending the premiere of the exhibition," writes loyal Star Wars fan and *Bantha Tracks* reader, Mike Schroeder.

The Singapore Garrison of the 501st Legion gathered en masse to take part in Singapore's Chingay Parade," writes garrison member Adam Koh. "The parade is an annual event organized as part of the nation's Chinese New Year celebrations."

Koh reports that their contingent in the parade featured over 50 members and invited friends. "It was perhaps the largest gathering of Star Wars costumers ever in Singapore," he adds. "In addition to the main parade, an honor guard consisting of 10 stormtroopers was on hand for the pre-parade ceremony to warm up the crowd."



## SPIRIT OF FANDOM — SPIRIT OF WONDER

My recent trip to Disney's Star Wars Weekends brought into sharp focus that the spirit of wonder—which frankly seems to run rampant through the Disney parks—is very much a part of the spirit of

fandom that is the theme of this edition of *Bantha Tracks*.

I was sent to Disney to get a behind-the-scenes look at Weekends. As a Lucasfilm events employee, I was thrilled

and honored to get to experience Disney's legendary production values from behind the stages and inside the control rooms. I also had time to take in sights around the park.

Photos by Mary Franklin



From the Star Wars parade that kicked off the festivities each day, to the photo opportunities with costumed Star Wars characters, to the new world and effects of Star Tours: The Adventures Continue, to the entertainment on the stages, Star Wars in combination with the timeless appeal of Disney surely created countless good memories.



The spirit of wonder is not confined to kids either.



Talk about galaxies colliding! Donald is wearing stormtrooper armor, and the Jedi robes have mouse ears, but still these young fans totally get it.



Get in Tracks!



Mary Franklin

Editor, *Bantha Tracks*



Just one more photo from Disney Star Wars Weekends. Why? Because of course *Bantha Tracks* is going to include photographs of Tusken Raiders!



# RED FIVE

## MARK HAMILL'S COMIC BOOK LIFE



THE ERSTWHILE JEDI. AND OUTSPOKEN COMIC BOOK BUFF, REVEALS SOME OF HIS FAVORITES FROM THE WORLD OF COMICS....

### SUPERMAN

1

I remember becoming a huge fan of the *Superman* TV show when I was a child. I loved George Reeves as Superman. That was my show. Not my sister's show, or my dad's show, but my show. I was surprised because the first time I saw the *Superman* comic book, I thought they had done something based on the television series! Superman was a great escape for me because I was one of seven children. In that sort of situation, you wanted peace and quiet and, before the days of VCRs and DVDs, you needed escapism, which the DC comic books really provided. Before I decided to become an actor, I wanted to be a comic book artist. I loved to draw and I loved animated films, and that all started with Superman. When I got into it, DC was at a really fanciful period where Superman had a mermaid girlfriend named Lori Lemaris. It felt like my own little world. My dad was in the navy, so we moved every two years and when I got to a new neighborhood, if I saw a kid with a comic book, I had an instant best friend!



2

### THE FLASH

It's interesting because I voiced The Trickster on an episode of the *Justice League* animated series called "Flash and Substance." The producers met me because of *Star Wars* and I matched them, nerd-for-nerd, in knowing the complete history of The Flash. I remember saying to them, "I love The Trickster, but is there any chance I might also get to play Mirror Master or Captain Cold or Captain Boomerang?" It was a great experience to work on that episode because they let me shape the character. My young son watched the first four episodes of *Justice League* and said, "Dad, at first I loved this, but now I've lost interest." I said, "Why?" He said, "Well, who is The Flash fighting? He fights gangsters. But what is he going to do? Run around?" He had a point—The Flash works best when he has a super-villain to go up against. He needs a Moriarty to his Sherlock Holmes.



## BATMAN

3

After I played Luke Skywalker, I got offered variations on a nice, young, sincere, ambitious man. But I didn't want to do that again. In fact, I always wanted to play a villain. I wanted to play a character with textures and levels. I got to do that when I became a part of *Batman: The Animated Series*. That was great because I was, and still am, a big fan of the DC Universe. My first job on *Batman* was playing this ruthless CEO called Ferris Boyle in an episode called "Heart of Ice." I remember reading the script and thinking, *This is incredibly melancholic for a children's series*. In that installment we got to meet Mr. Freeze, and your heart really goes out to this guy—he is working on this formula to save his wife who is dying of a terminal disease. I was so enamored by the design of the show, and the execution of these great stories, that I was eager to stay onboard.



## THE JOKER

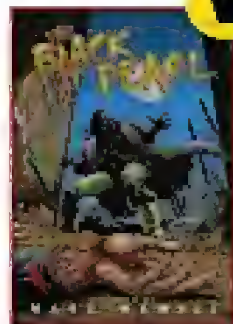
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Six weeks after I made my *Batman* debut, the producers came to me and said, "Would you be interested in playing the Joker?" And then they said, "But you need to come in and read for it." They had already animated him, but the guy who had been doing the voice hadn't worked out. So I did the Joker dialogue while watching it. What I think helped is that I had done *Amadeus* for a year on Broadway, so I had a whole arsenal of ridiculous laughs in my repertoire! I let it rip and drove home feeling very confident about my audition. I thought, *That is the best Joker they will ever hear and if they don't hire me they are insane!* It's ironic because, after *Star Wars*, I went to Broadway to get good scripts, and right under my nose was a cartoon which was better than most primetime series! *Batman* was the first animation I did, and I thought they were all going to be that well written. I have done over 100 cartoons since playing the Joker, who is one of the greatest villains in history, and it is still the high water-mark of my voiceover career. He was a great character and I was sorry to see him go. I often think that I work under the fringe—people might know me as Luke Skywalker, but not a lot of people know I was also the Joker.



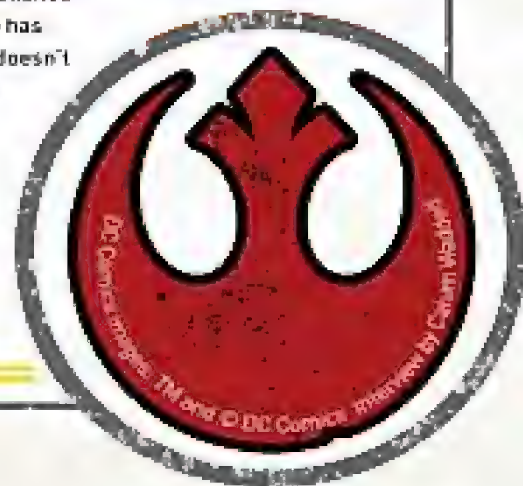
## THE BLACK PEARL

5



being able to do a low budget, idiosyncratic little thriller with a comic book twist!

*The Black Pearl* is the comic book that I co-created and which was published by Dark Horse back in 1996. It is a vigilante story about this guy—who has his own problems in life—who ends up forced into a situation that he doesn't really want to be in. It has a gritty reality to it, and now I am getting to direct the movie adaptation, which is just wonderful. It is not the sort of comic book movie that will have lots of explosions and amazing visual effects. It's more grounded than that. It has taken almost 15 years to make, even though I was never asking to direct something akin to a \$150 million movie! With *The Black Pearl*, I am just happy





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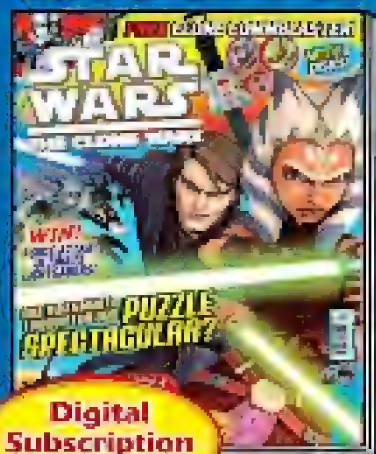
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# THE SAGA CONTINUES.... NEXT ISSUE

## CLONE WARRIOR

Dee Bradley Baker  
AKA Captain Rex leads  
a clone attack on *Insider*!

## DARTH PLAGUEIS

An exclusive  
tale of evil  
and intrigue by  
Matthew Stover.

## SAGA OF THE SKYWALKERS

Why turning to the dark  
side might not be so bad!

PLUS: MORE THAN  
A FEW SURPRISES!

# STAR WARS

INSIDER

US NEWSSTANDS: 13 DECEMBER 2011

UK NEWSAGENTS: 15 DECEMBER 2011

Difficult to see the future is. Contents subject to change!

### 5 FACTS, 1 FAKE ANSWER

The fake fact is number 5. Harris Gold didn't help on the set of *The Empire Strikes Back* to fact. Back was the last double for Gene Roddenberry in the scene in which the Dark Lord breathes on Han Solo's cloak in *A New Hope*.





# THE GREATEST STAR WARS BOOK EVER!

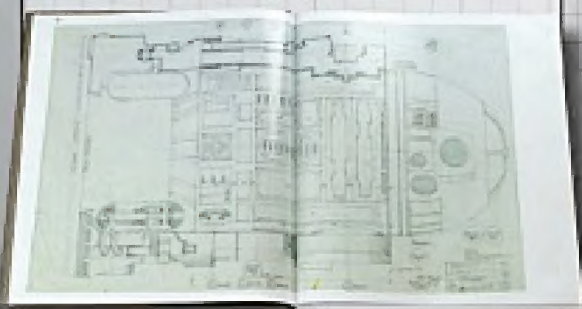
# STAR WARS

## THE BLUEPRINTS

This brilliant book reproduces, for the first time, the original blueprints created for the filming of the *Star Wars* saga.

Drawn from the Lucasfilm Archives, it combines insightful commentary from best-selling author J. W. Rinzler with vivid and intricate details directly from the designers and draftsmen who helped created *Star Wars*' iconic sets.

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